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STAR WARS KNIGHTS OF THE OLD REPUBLIC™

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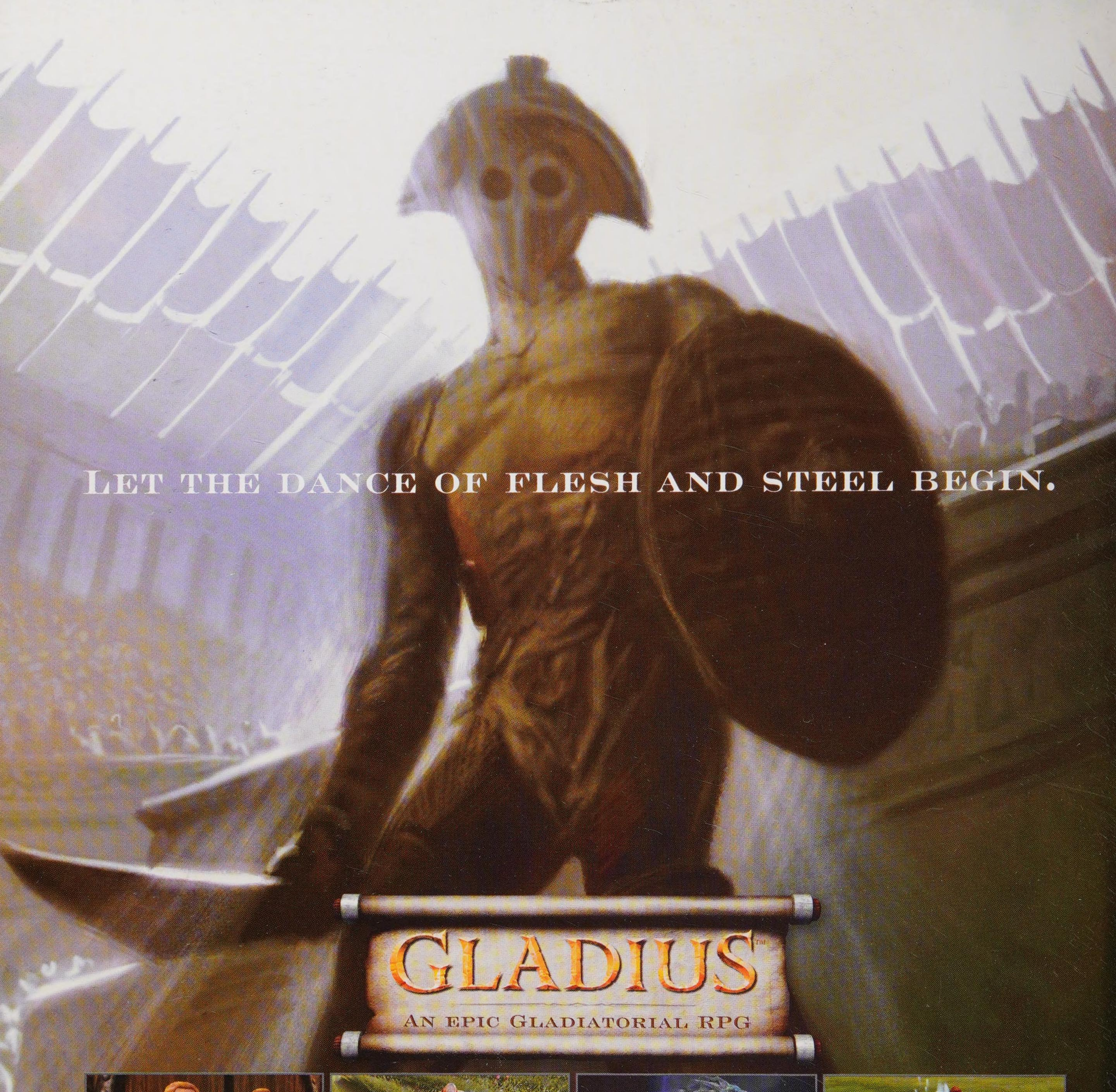
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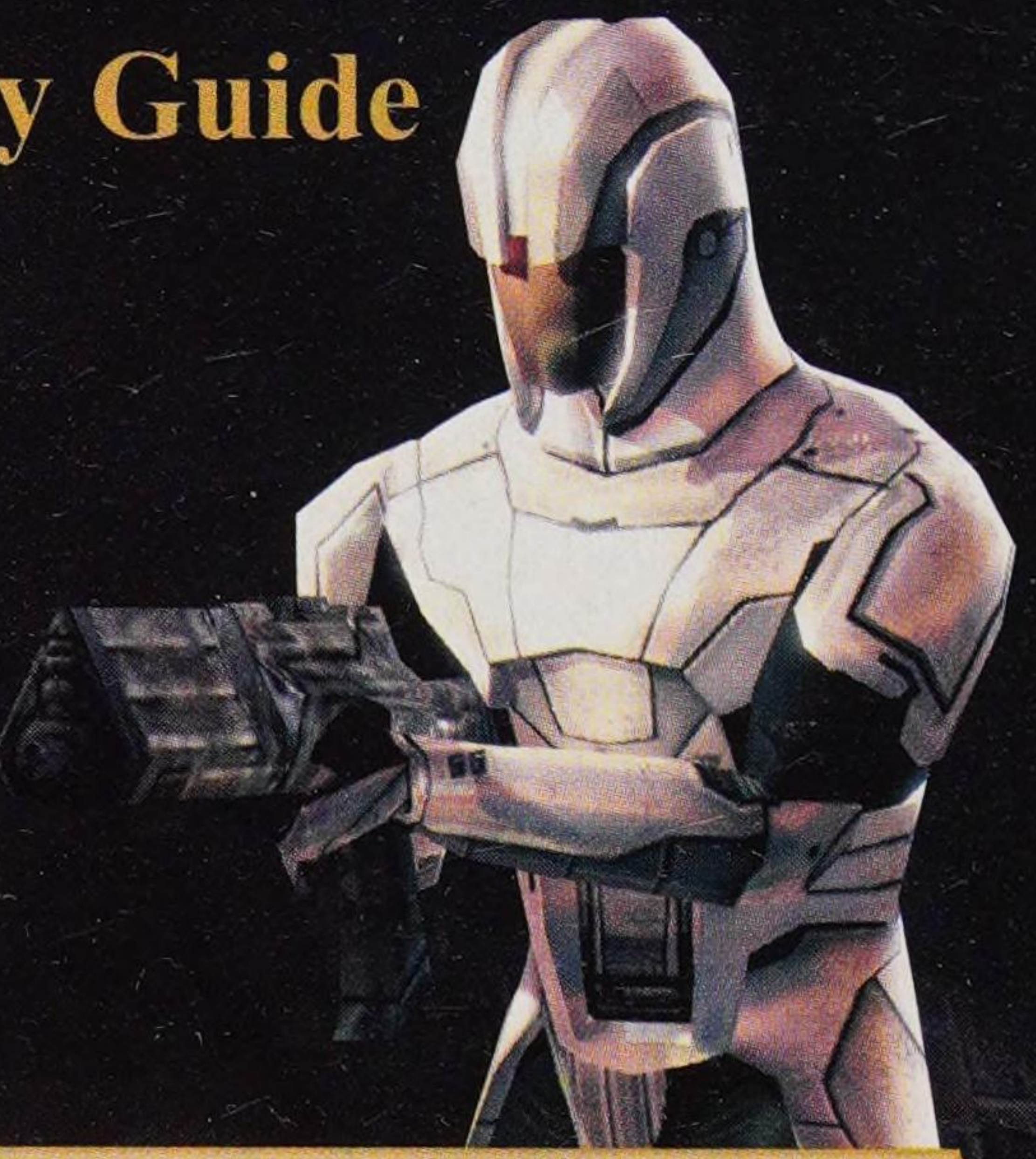
Prima's Official Strategy Guide



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ISBN: 0-7615-4229-9
Library of Congress Catalog Card Number: 2003100191
Printed in the United States of America

03 04 05 06 GG 10 9 8 7 6 5

Acknowledgments
David S. J. Hodgson would like to thank: My darling and loving wife Melanie; Mum, Dad, Ian; Bryn G. Willia; the Seltzer team; Jennifer and Carrie, Teli, Matt, and Brooke from Prima; Zach Meston; and the letter "D," for Desmond, thrown out of a sleigh.

Special thanks to LucasArts: Both the authors and Prima would like to extend thanks to everyone at LucasArts and Bioware who helped in the creation of this book. In particular, this guide would not have been possible without the help and support of Mike Gallo, Julio Torres, Phillip Berry, Kip Bunyea, Matthew Keast, Luke Kristjanson, Drew Karpyshyn, and Sony Green.

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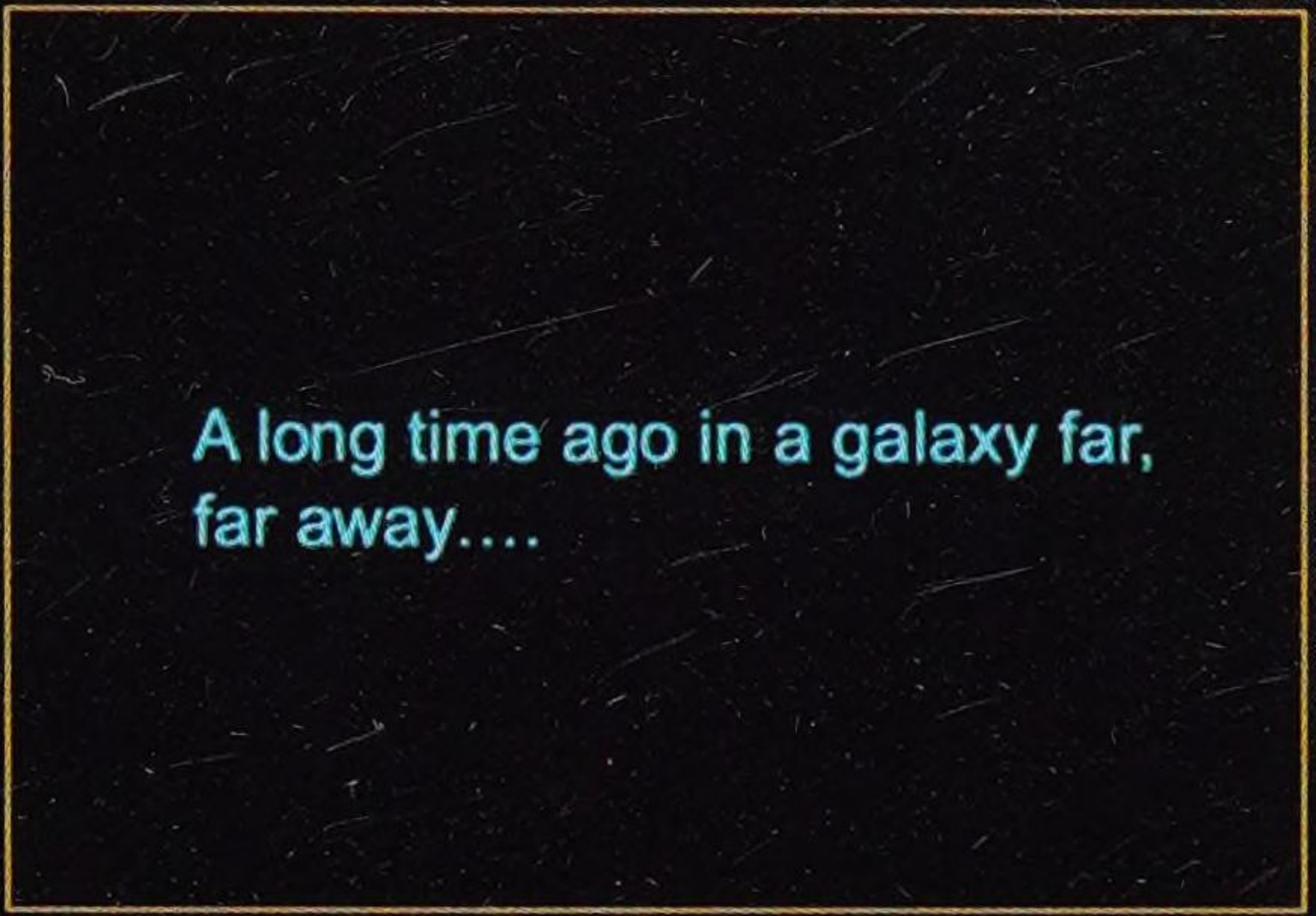
Gameplay Basics

Introduction

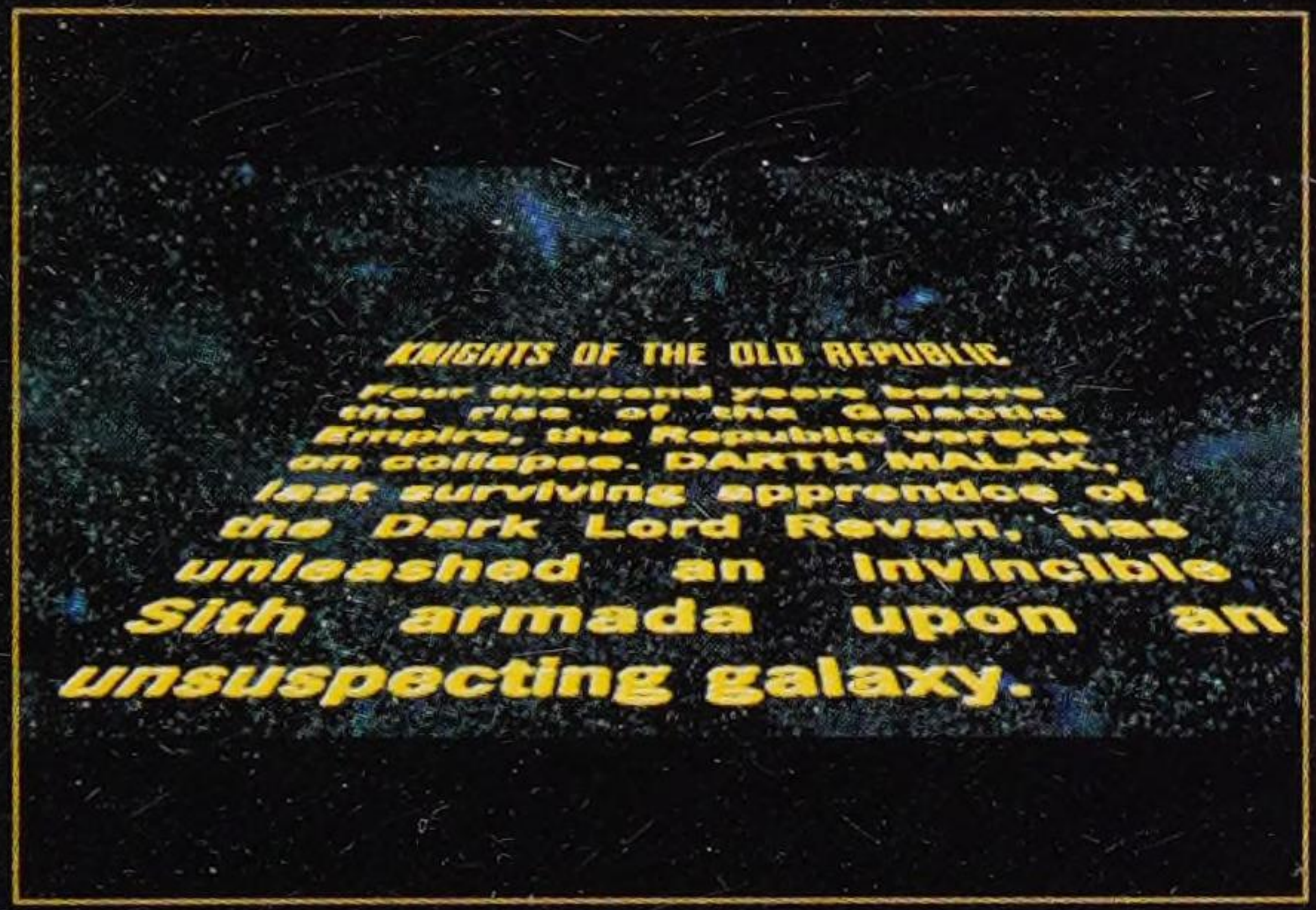
Four thousand years before the rise of the Galactic Empire, the Republic verges on collapse, DARTH MALAK, last surviving apprentice of Dark Lord Revan, has unleashed an invincible Sith armada upon an unsuspecting galaxy.

Crushing all resistance, Malak's war of conquest has left the Jedi order scattered and vulnerable as countless Knights fall in battle and many more swear allegiance to their new Sith Master.

In the skies above the Outer Rim world of Taris, a Jedi battle fleet engages the forces of Darth Malak in a desperate effort to halt the Sith's galactic domination.

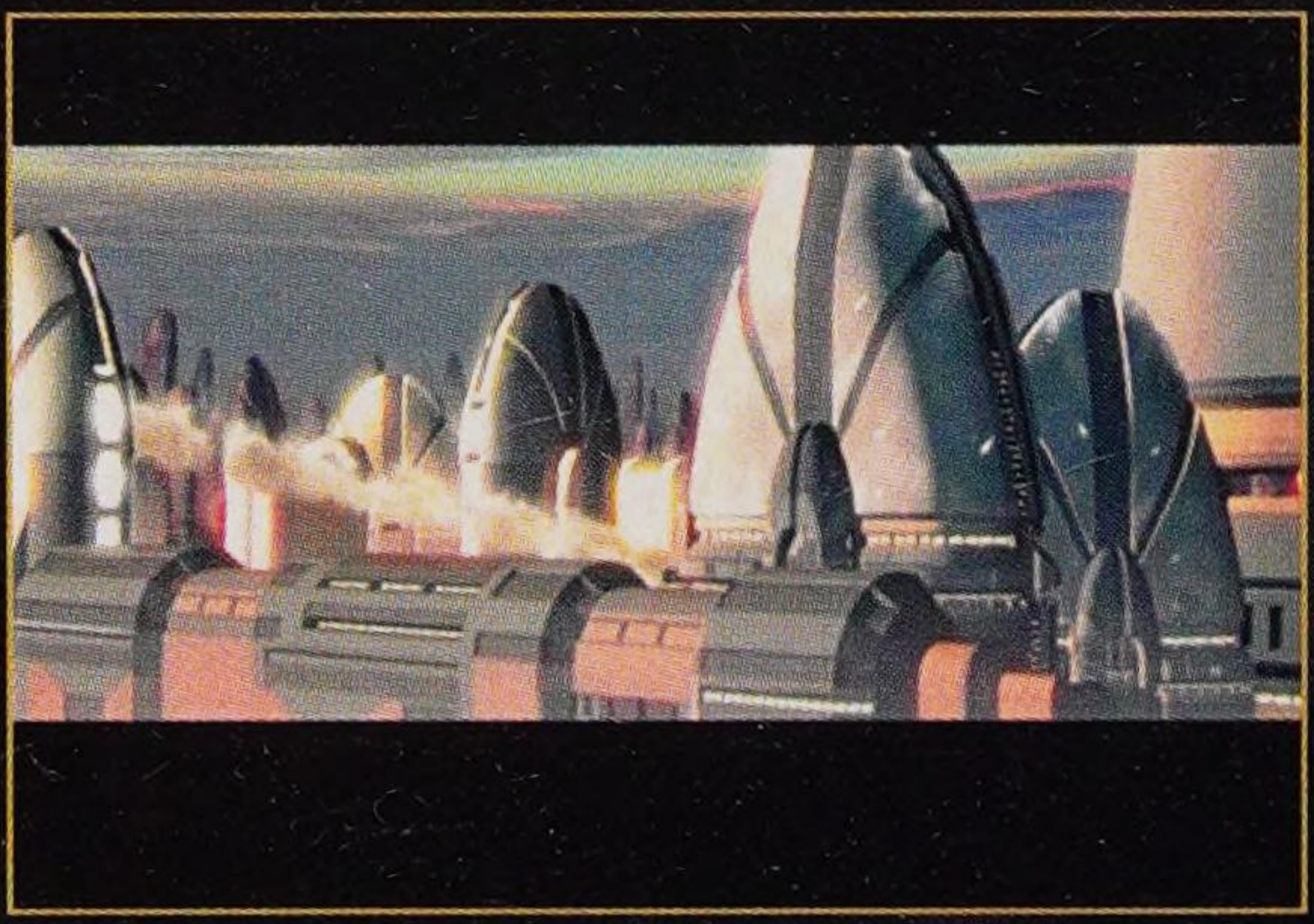


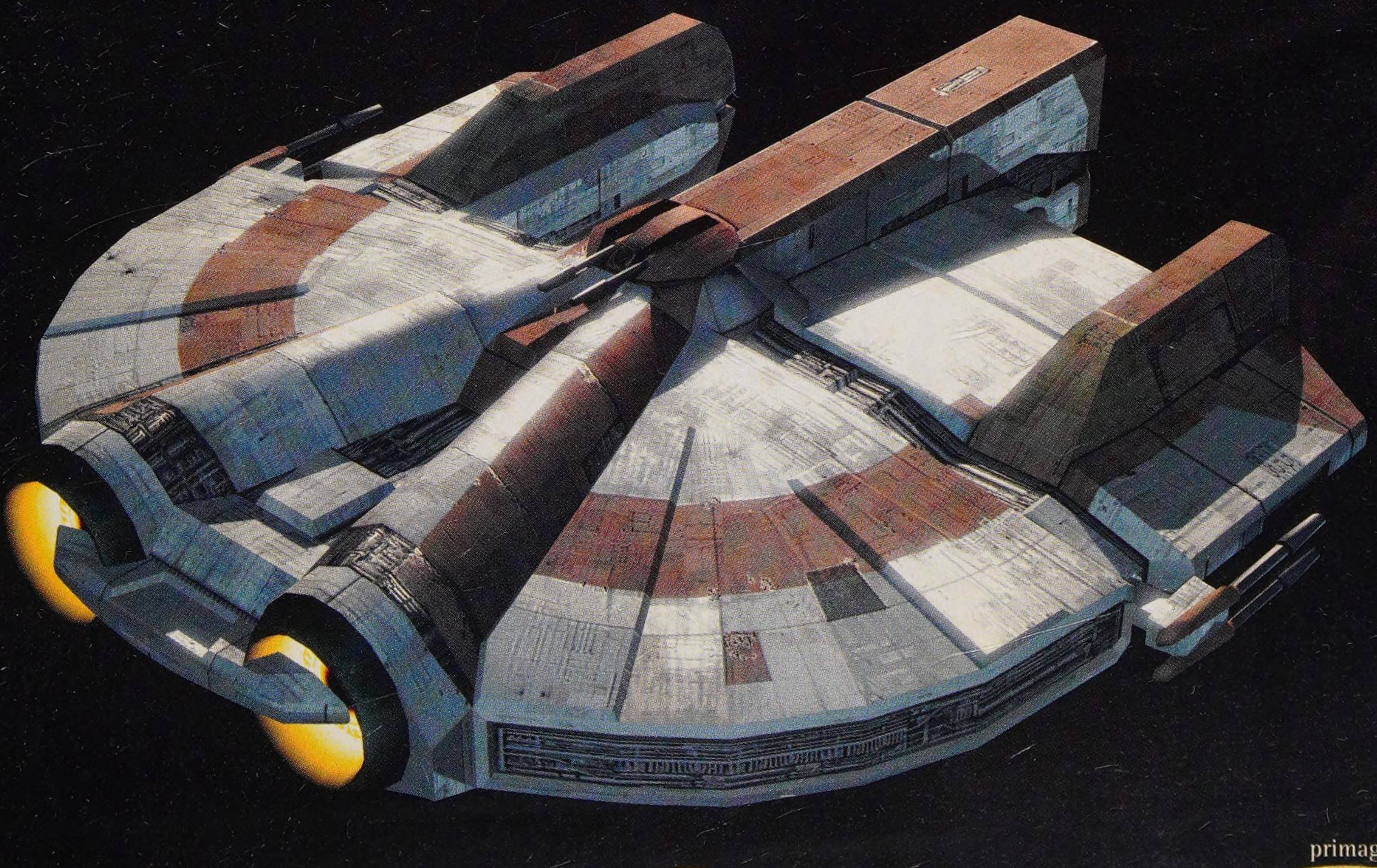
A long time ago in a galaxy far, far away....



KNIGHTS OF THE OLD REPUBLIC

Four thousand years before the rise of the Galactic Empire, the Republic verges on collapse. DARTH MALAK, last surviving apprentice of the Dark Lord Revan, has unleashed an invincible Sith armada upon an unsuspecting galaxy.





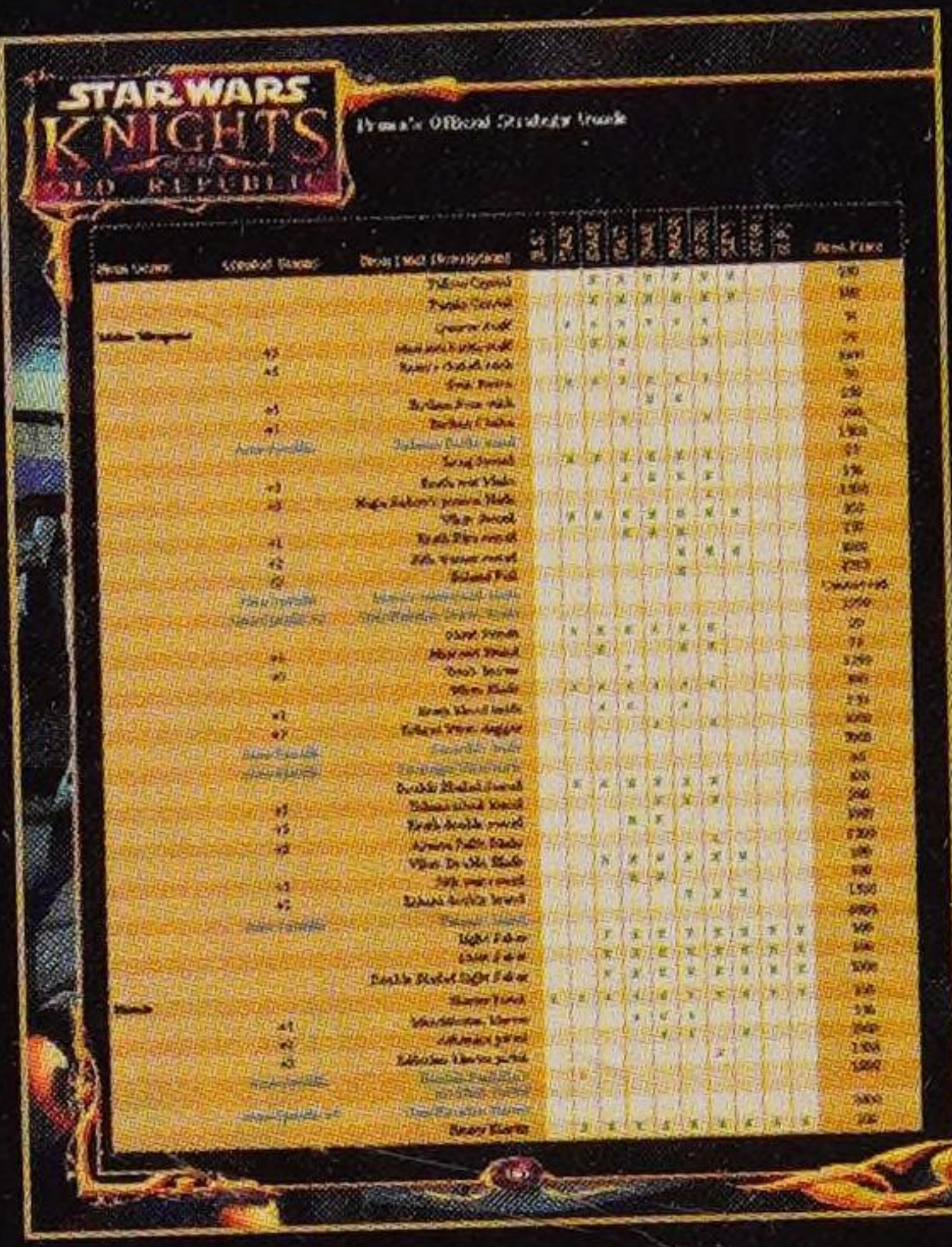
Jedi Counseling

Welcome to *Knights of the Old Republic*. This weighty tome has been meticulously crafted to ensure your adventures are as in-depth as possible. Here you'll find detailed sections pertaining to different aspects of the game.

The Friends and Foes section reveals the nine party members you interact with and that you add to your party during the course of your adventure. Their biography, combat worthiness, abilities, and preferred strategies are described. In addition, unfriendly forces that you encounter are also revealed, along with the spacecraft you use for the majority of your adventure—the *Ebon Hawk*. Finally, you are introduced to the wondrous worlds of this galaxy.

In the Training Grounds chapter, we expose everything from creating your character to controlling fights, interacting with nonplayer characters, and strategies on surviving and thriving in your adventure. Choosing every facet of your character, learning feats, abilities, where to expend your experience points, whether to claim the light side or dark side as your master, and every gameplay feature are detailed to allow you to fully interact with your world.

The walkthrough details the dozens of quests (in each world) you'll undertake throughout the galaxy. This commences with a list of world-spanning quests to complete (that is, they occur throughout much of the game). There is also an overview of each map you'll traverse on each world, followed by a list of the sidequests available in that particular environment. (Sidequests are tasks that are purely optional to your overall fate.) The remaining walkthrough cites the major actions you must finish to explore the "critical path" or main quest path. Each sidequest and critical path has waypoints (map markers) labeled to indicate exactly where you must be. Your entire adventure is shown during this marathon walkthrough.



The Appendices show every item that the game offers, a list of plot-specific items and their location, a list of worlds that can furnish you with particular items, and a table showing the location of every large stash of items.

Friends and Foes

This section reveals your nine party members, where you can find them, their initial statistics, and then explains how to make the most out of each individual, what his or her strengths and weaknesses are, and how best to utilize him or her throughout the game. Next shown is a list of preferred items that you should pair with your chosen party member. After the party member section, we divulge other characters that you'll meet during your ambitious galactic adventure—most of these nonplayer characters are of a perceived or unknown threat.

Friends

CARTH ONASI

Location: *Endar Spire/* Upper City Apartment (Taris)
Class: Soldier
Level: 3
Vitality: 36
Force: N/A
Defense: 10
Fortitude: 4
Reflex: 1
Will: 1

A career soldier at 38, Carth has seen more than his fair share of war. A skilled pilot and superior tactician, he has always faced his duty with grim determination, believing that loyalty and dedication to the Republic would see him through. He has come to discover, however, that not everyone holds this opinion.

Hailed as a hero of the Mandalorian War, when the Sith began threatening Republic space again, Carth thought that they could be fought like any other enemy, but their influence extends far past simple starships and blasters. Though he will not speak of it, a very personal betrayal has affected him deeply. Duty called him to fight the Sith, but now outright hatred threatens to replace it.

It is no longer clear whether he fights to stop the destruction or to avenge what has already been destroyed.

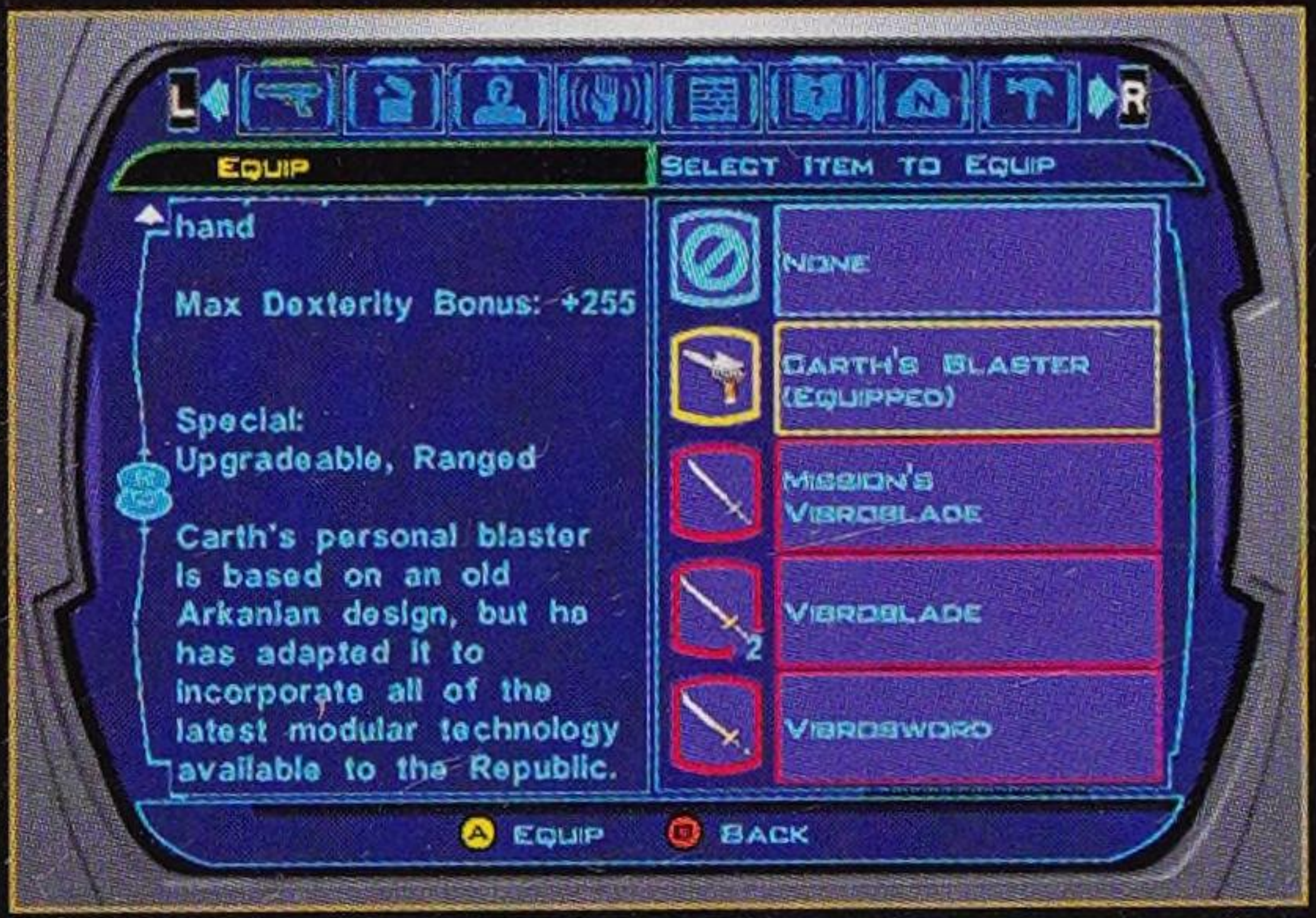
Computer Use Skill Rank: 0 Bonus: +1 Actual Rank: 1	**Stealth** Skill Rank: 0 Bonus: 0 Actual Rank: 0	**Persuade** Skill Rank: 0 Bonus: +1 Actual Rank: 1	**Security** Skill Rank: 1 Bonus: 0 Actual Rank: 1
Demolitions Skill Rank: 0 Bonus: 0 Actual Rank: 0	**Awareness** Skill Rank: 4 Bonus: 0 Actual Rank: 4	**Repair** Skill Rank: 3 Bonus: +1 Actual Rank: 4	**Treat Injury** Skill Rank: 2 Bonus: 0 Actual Rank: 2

Attribute	Score	Bonuses
Strength	13	+1
Dexterity	16	+2
Constitution	12	+1
Intelligence	13	+1
Wisdom	10	0
Charisma	12	+1

Overview

Carth is a basic human soldier; he can wear any kind of armor he desires, but he has no special skills to make him stand out from your more flamboyant crew members. His pistol skill (advance this as soon as possible) allows him to simultaneously use two pistols. Purchase skills to accommodate these pistol-packing routines (such as the two-weapon fighting and improved two-weapon fighting line of feats), let Carth stand away from combat, and blast with both barrels. Carth isn't the most impressive fighter in your party, but don't place him in harm's way. Instead, allow him to cultivate a pistol collection, perhaps with the added bonus of a rapid shot skill (although this lowers his defense).

Equipping Guide



hand

Max Dexterity Bonus: +255

Special:
Upgradeable, Ranged

Carth's personal blaster is based on an old Arkanian design, but he has adapted it to incorporate all of the latest modular technology available to the Republic.

Carth starts with his own weapon (Carth's blaster); it's a good starting weapon that becomes more impressive the further you upgrade it. Do not replace this weapon, as it can be made into one of the finest around. Place a second pistol in your other hand; the natural choice is Bendak Starkiller's pistol, which is also upgradeable. Get your parts together and start modifying! Carth can be clad in any armor, but keeping away from melee combat means he doesn't rely completely on movement; try shoe-horning him into Mandalorian battle armor (unless you're using Canderous).

However, Carth starts with a reasonable dexterity, so don't fit him with armor that's so heavy it negates his dexterity modifier. Instead, put him in Davik's warsuit, or for the ultimate look, the Echani battle armor. A great armor find early in the game is the Republic mod armor—and this is upgradeable! Carth has no access to implants unless you're willing to gain the necessary feats, so concentrate on his regular equipment. Fit him with belts that help his will save bonus, or those that help protect against mental force or stun effects. Headgear? Choose any item with a will save bonus. Gauntlets? Try those with a dexterity bonus that help with reflex saving throws, ranged attack bonuses (allowing him to hit more often), and defense.

BASTILA SHAN

Location: Lower City Swoop Race
Class: Jedi Sentinel
Level: 3
Vitality: 24
Force: 39
Defense: 12
Fortitude: 4
Reflex: 3
Will: 3

To most, the Jedi order is more than a vocation; it is a calling. To a select few it is much more. Bastila Shan is the quintessential Jedi: trained from a very young age and gifted with a natural ability with the Force that has given her both renown and considerable pride. Despite her youth, Bastila is skilled in the rare art of Battle Meditation ... through sheer force of will she can influence the course of a battle. One side is given courage and strength while the other is sapped of will. This ability alone has put Bastila into the forefront of the Republic's plan to defeat the Sith.

Bastila is brash and impulsive. She is overconfident and seems to walk invincible through her world, though that is hardly the case. Bastila is well aware of the responsibility that presses down on her shoulders. Her Jedi masters urge her to be cautious, but Bastila turns every fiber of her being toward defeating the Sith menace and proving herself to the Jedi. No one doubts that she will one day be a great Jedi ... but at what cost? Bastila possesses all the qualities that separate those special few destined to leave their mark on history, but her very youth and determination may be what ultimately consumes her. She has much to learn, and little time to learn it as the Sith menace continues to gather its strength.

Even in the dark halls where the Sith Lords gather, young Bastila is whispered to be a Jedi of note. Who knows the terrible cost of such dark praise?

Computer Use
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Demolitions
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Stealth
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Awareness
Skill Rank: 4
Bonus: +1
Actual Rank: 5

Persuade
Skill Rank: 0
Bonus: +2
Actual Rank: 2

Repair
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Security
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Treat Injury
Skill Rank: 0
Bonus: +1
Actual Rank: 1

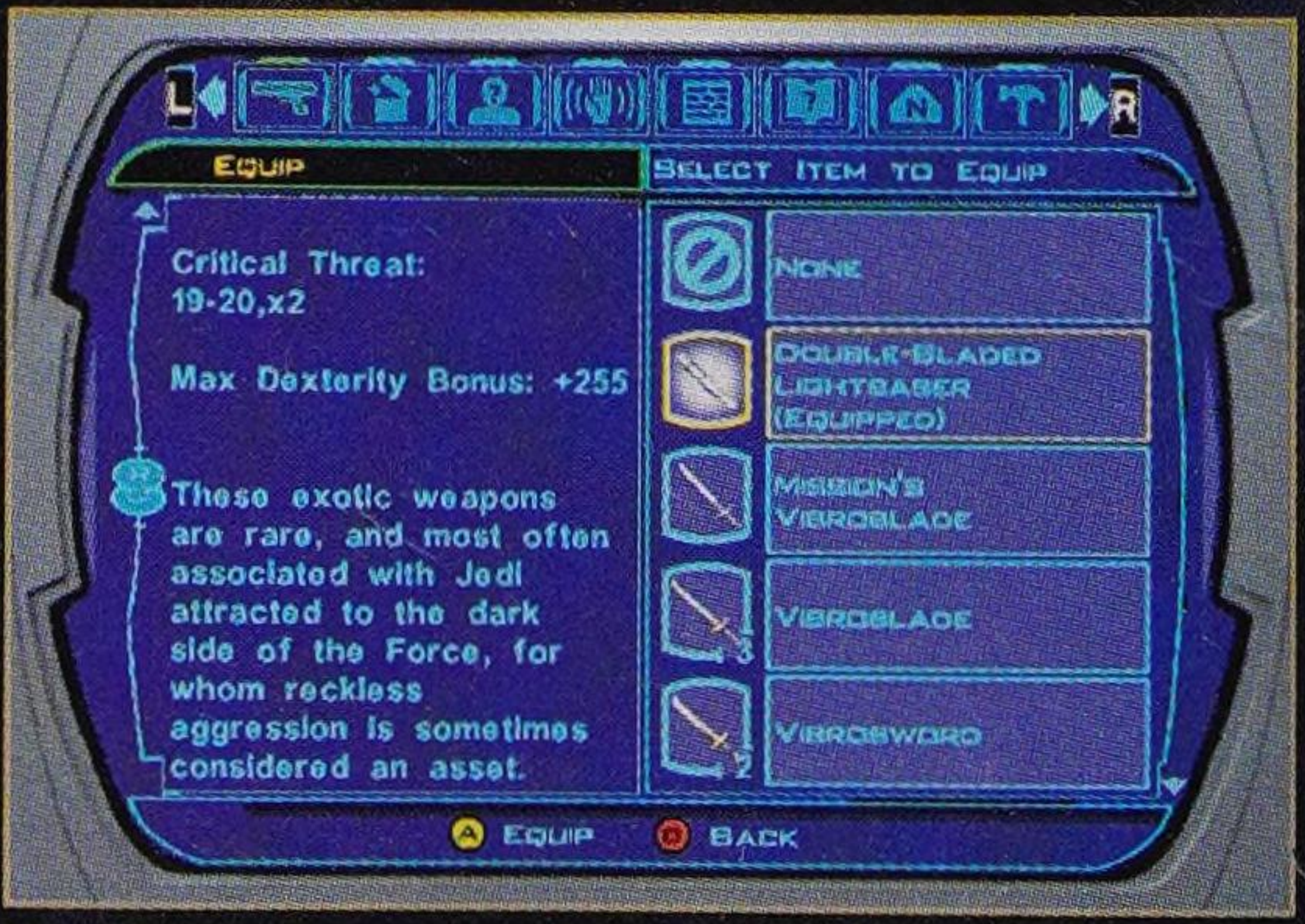
Attribute	Score	Bonuses
Strength	12	+1
Dexterity	18	+4
Constitution	12	+1
Intelligence	10	0
Wisdom	12	+1
Charisma	15	+2

Overview

Being a Jedi, and carrying her own double lightsaber (an upgradeable combat weapon you should keep with her unless your main character wants it), Bastila is a good choice for close-assault combat. Her strict Jedi code and Force powers do not allow her to wear armor. This lack of defense is worrying; every four levels, place the attribute bonus you receive into dexterity to help her defense. Without armor, Bastila does have fluid movement, and when you meet her, she can level up immediately. It is recommended that she obtain the light side Cure Force power, as her default combat intelligence is to auto-heal as long as she has enough Force points, saving credits on medpacs. The Cure affects all three of your team.

Her specialty is melee attack, but her power and constitution aren't as impressive as Zaalbar's, meaning she can't absorb the sort of damage the Wookiee can, and she's susceptible to being caught in the middle of a fight. Watch her to ensure this doesn't happen. Bastila isn't a scout, so she has no implants (unless you buy into that line of feats). She has no extraordinary skills, except her healing. Pump all your available points into light side powers as she starts with Cure; moving her to the dark side (via offensive Force power acquisition) costs more Force points to access.

Equipping Guide



Critical Threat: 19-20,x2

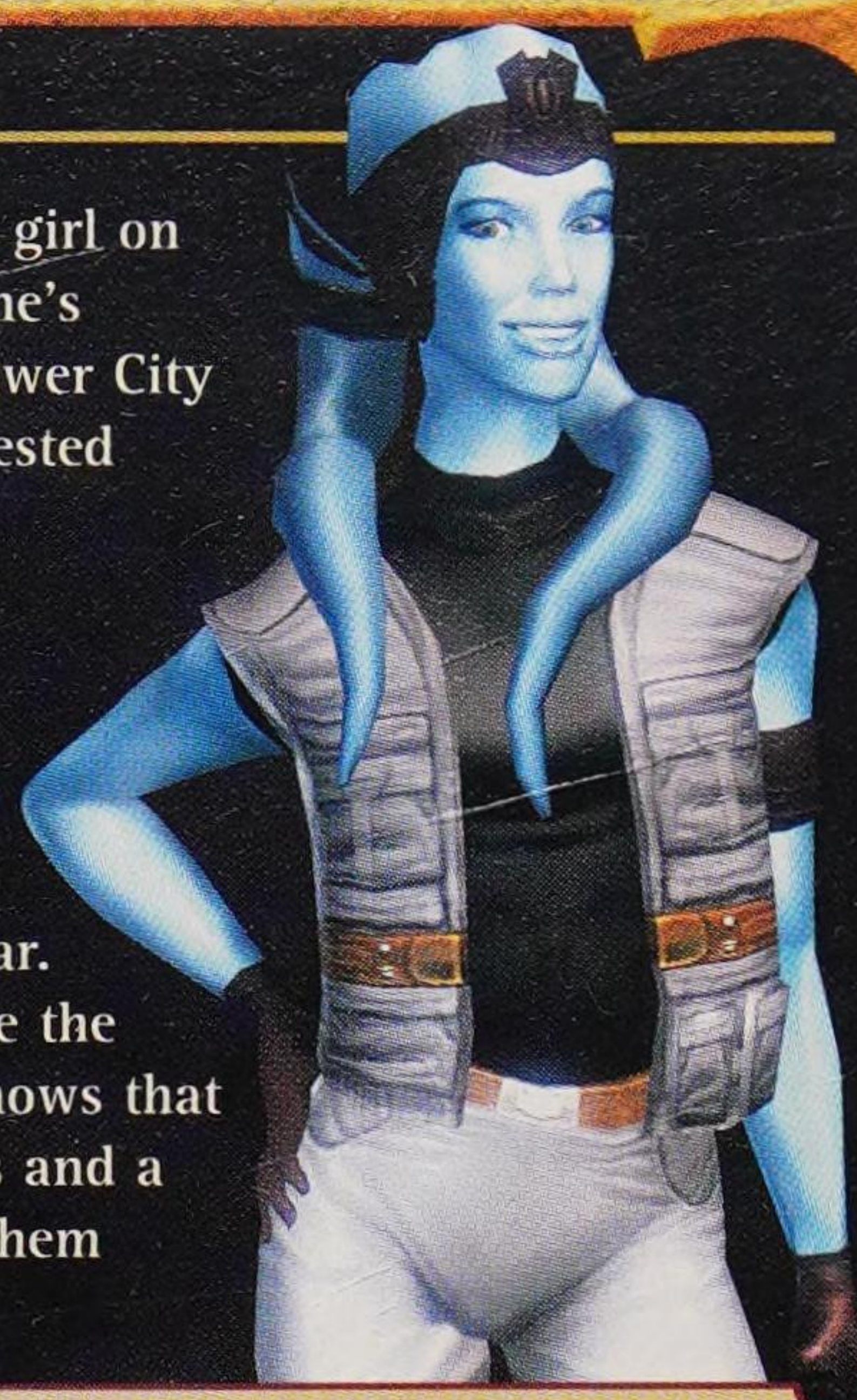
Max Dexterity Bonus: +255

These exotic weapons are rare, and most often associated with Jedi attracted to the dark side of the Force, for whom reckless aggression is sometimes considered an asset.

Without armor, you have one choice: locate and don Jedi robes at the earliest opportunity. Never change her double lightsaber. As with all lightsabers, this is upgradeable; a good choice is to affix bondar crystal to her weapon; 10 percent of the time you hit, your enemy makes a low difficulty check save to avoid being stunned for six seconds. This lands relatively often. Remember that all of the crystals you collect should be shared among the more close-combat specific Jedi (Bastila, Juhani, optionally your own character, but not Jolee as he is less of a melee specialist). The crystals and their effects are shown in the "Training" section (next). Shoot also for damind crystal, which gives an excellent increase in damage and attack bonus.

Bastila's face should be covered by a mask of some kind, such as the Verpine headband (this increases her will saving throws). The ultimate headgear is the circlet of Saresh (+5 wisdom against Force powers), and despite being a unique item, it serves Bastila well. Place any gauntlet on Bastila that helps her dexterity (thus allowing her to dodge attacks). Belts should help her fortitude; try the cardio-regulator, and later into your adventure, fix her with the adrenaline stimulator (+2 dexterity, +4 all saving throws). Finally, tie shields on her arm slots, as these can be used by any character.

MISSION VAO



Location: Undercity of Taris (outside settlement)
Class: Scoundrel
Level: 3
Vitality: 21
Force: N/A
Defense: 12
Fortitude: 2
Reflex: 3
Will: 1

Surviving in the Lower City of Taris is no easy task, particularly for a young Twi'lek girl on her own. But Mission has not only survived in the hard world of the swoop gangs, she's thrived. Nobody knows the hidden alleys, back streets, and secret entrances in the Lower City like this former street urchin, and she's even been known to explore the creature-infested sewers of the Undercity itself.

Of course, such active curiosity is bound to create enemies, and there are some—particularly the Black Vulkar swoop gang—who would like to bring Mission's adventures to a permanent end. But despite the dangerous situations she constantly finds herself in, this spirited young Twi'lek always manages to find a way out. And if her quick reflexes, quick thinking, and even quicker mouth can't save her, she always has one last card she can play: her eight-foot-tall Wookiee companion, Zaalbar.

The odd pair have been inseparable ever since Zaalbar arrived on Taris, and despite the obvious contrasts between them, their friendship has benefited them both. Zaalbar knows that Mission will always come up with a plan to make sure they have food in their bellies and a safe place to stay. And Mission knows that whatever trouble her schemes might get them into, Big Z will always be there to watch her back.

Computer Use	**Stealth**	**Persuade**	**Security**
Skill Rank: 6	Skill Rank: 6	Skill Rank: 0	Skill Rank: 6
Bonus: +2	Bonus: 0	Bonus: 0	Bonus: 0
Actual Rank: 8	Actual Rank: 6	Actual Rank: 0	Actual Rank: 6
Demolitions	**Awareness**	**Repair**	**Treat Injury**
Skill Rank: 5	Skill Rank: 6	Skill Rank: 0	Skill Rank: 0
Bonus: +2	Bonus: 0	Bonus: +2	Bonus: 0
Actual Rank: 7	Actual Rank: 6	Actual Rank: 2	Actual Rank:0

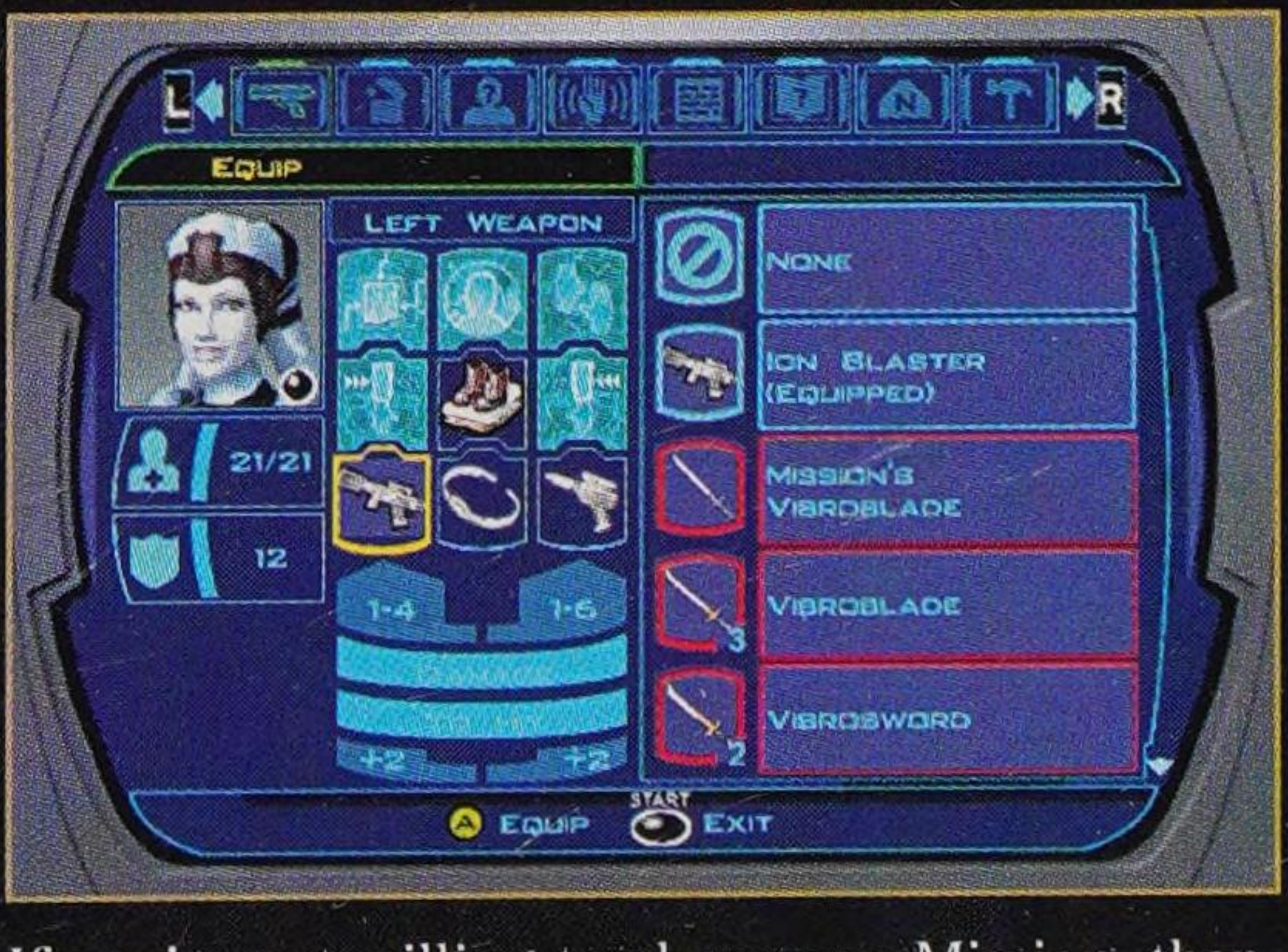
Attribute	Score	Bonuses
Strength	10	0
Dexterity	16	+2
Constitution	12	+1
Intelligence	14	+2
Wisdom	11	0
Charisma	10	0

Overview

Mission is a scoundrel, meaning her strengths do not lie in unsubtle combat techniques, such as charging the enemy head-on. Her bonus to hit isn't too high either, but that doesn't mean she's useless; quite the opposite in fact! Joining with her own vibroblade, Mission (like all scoundrels) can attempt sneak attacks during combat. For this to occur with some degree of regularity and success, you must actively manage her during fights (don't let her out of your control). Move her so she's inflicting attacks from behind the enemy; these sneak attacks add exceptional bonuses that go up depending on her level. If you're concentrating on other characters instead of Mission, use her in a lesser, supportfire role, blasting from range. Her hit points are very low, so ensure she isn't hit!

With these two different "schools of thought" for using her, Mission proves most beneficial if you choose the "advanced" school (and control her during combat). If you have the inclination, continue her sneak combat training and purchase feats accordingly, such as flurry or critical strike (this lowers her defense, but if you're controlling her, you can make sure she's not being hit). Keeping her in the "basic" school of combat? Then use her points to buy rapid shot or sniper shot instead. Of course, combat is a small portion of what Mission can offer you. Her scoundrel class gives her many skills, such as a high security (making her valuable in cities with many locked doors). The same is true with her demolitions skill. Choose dexterity bonuses for her; this raises a lot of your skills in ranged attack or defense (and it's always excellent to increase the chance of hitting someone). Don't bother increasing her constitution, as it takes significant work to improve it.

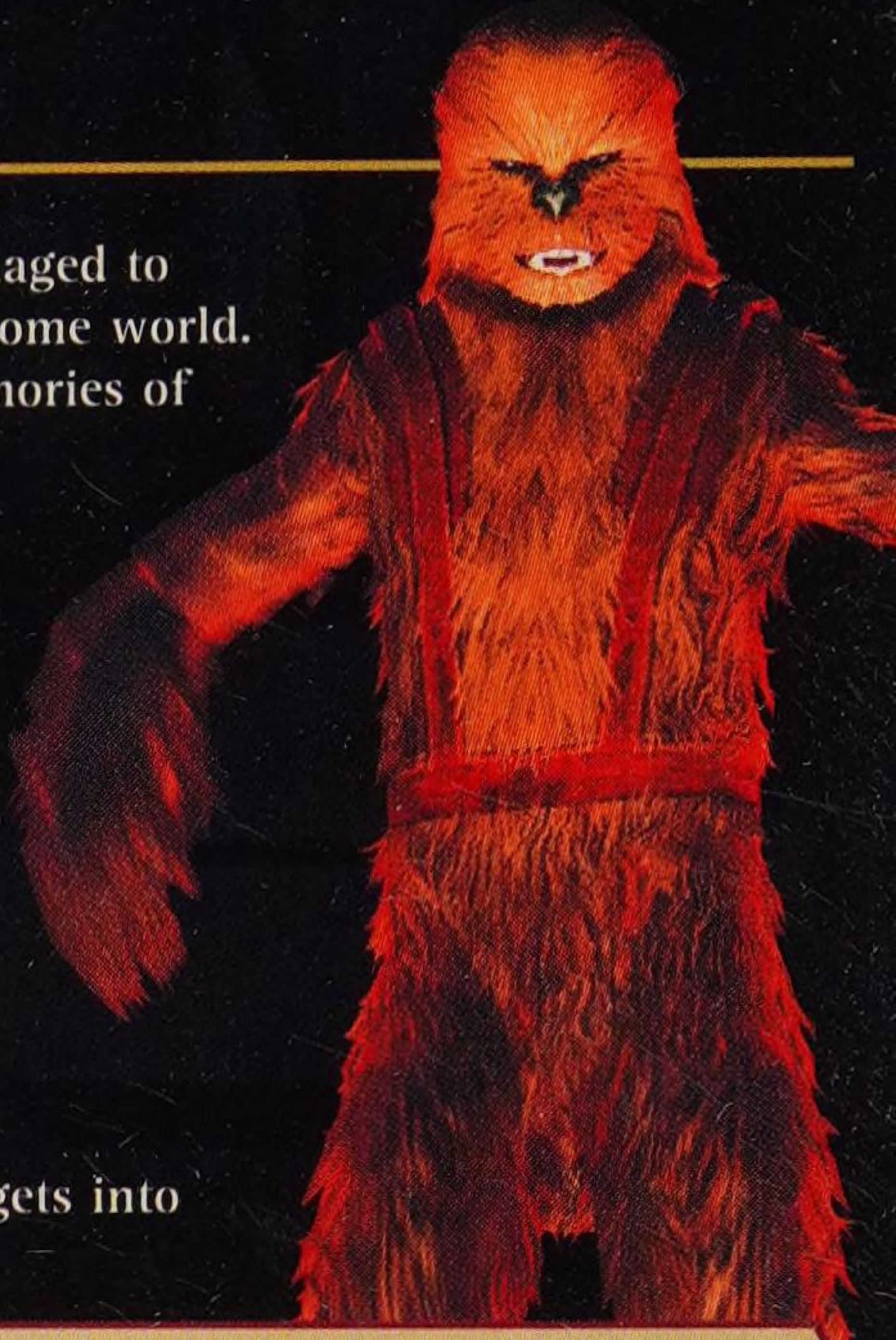
Equipping Guide



If you're not willing to chaperone Mission, then keep her back, armed with two blasters. Try Zabrak Tystel's Mark III blaster; it's a great weapon with a natural bonus to damage and attack. Nothing is really designed for her to use ultimately, but she'll do well with the Mandalorian heavy pistol, or Cassus Fett's heavy pistol. The better plan is to locate melee weapons for her. She comes with her own vibrosword, but should be reequipped. Try the prototype vibroblade. Remember she has a lower attack bonus than some of your close-combat experts, so give her one one-handed weapon, and go with duelist skills (+1 attack bonus, +1 defense). Two swords allow her to attack more often, but this bonus is outweighed by her lower chance to hit.

Light armor makes the most of her dexterity, so raise it quickly, and select medium or heavy armor only if you must; you'll also have to purchase armor proficiency medium or heavy for her. Republic mod armor is an excellent choice, as is the Echani fiber armor (which is upgradeable). She can wear many armor types to begin with, so experiment. For her head, you need devices to improve her skills (as she already has good stealth, security, and computer use). Try the interface band (or anything along these lines) and later on, equip her with the interface visor. Ignore implants unless you want to buy those, and give her any gauntlet that adds to her dexterity. Her belts should make the most of (or increase) her stealth, and she already comes with a stealth belt (no bonuses; this allows her to have the skill). The sound dampening stealth unit is good (+2 stealth); for higher levels, try the Eriadu stealth unit (+6 to stealth). The result? Incredible sneak attacks!

ZAALBAR



Location: The Sewers of Taris
Class: Scout
Level: 3
Vitality: 45
Force: N/A
Defense: 10
Fortitude: 8
Reflex: 3
Will: 4

The city world of Taris is a strange place to find a Wookiee, but Zaalbar has managed to create a life for himself there, far from the kilometer-high wroshyr trees of his home world. Zaalbar will say little about why he left Kashyyyk, but it is obvious that the memories of his old life are painful.

Yet even though the secret miseries of Kashyyyk have been left behind, Taris brings its own brand of suffering. Aliens are never welcome on Taris, and this is particularly true for eight-foot-tall, hair-covered giants capable of snapping one's neck with a single, casual swipe. Zaalbar's beastly appearance and strange language lead many to believe that he is nothing but an animal, barely capable of thought, and useful only for his great strength and legendary Wookiee temper.

With these prejudices working against him, Zaalbar seemed destined to end up as an enforcer for one of the many swoop gangs on Taris. But a chance meeting with a young Twi'lek girl named Mission Vao saved him from a life of senseless violence. Mission recognized Zaalbar was more than a lumbering brute and the two quickly became the best of friends.

The strange pair are now a familiar sight in Taris's Lower City, and whenever the irrepressible young Twi'lek gets into trouble, her Wookiee companion is always close by to help get her out.

Computer Use	Stealth	Persuade	Security
Skill Rank: 0	Skill Rank: 0	Skill Rank: 0	Skill Rank: 0
Bonus: 0	Bonus: 0	Bonus: -1	Bonus: 0
Actual Rank: 0	Actual Rank: 0	Actual Rank: -1	Actual Rank: 0
Demolitions	**Awareness**	**Repair**	**Treat Injury**
Skill Rank: 6	Skill Rank: 6	Skill Rank: 4	Skill Rank: 2
Bonus: 0	Bonus: +1	Bonus: 0	Bonus: +1
Actual Rank: 6	Actual Rank: 7	Actual Rank: 4	Actual Rank: 3

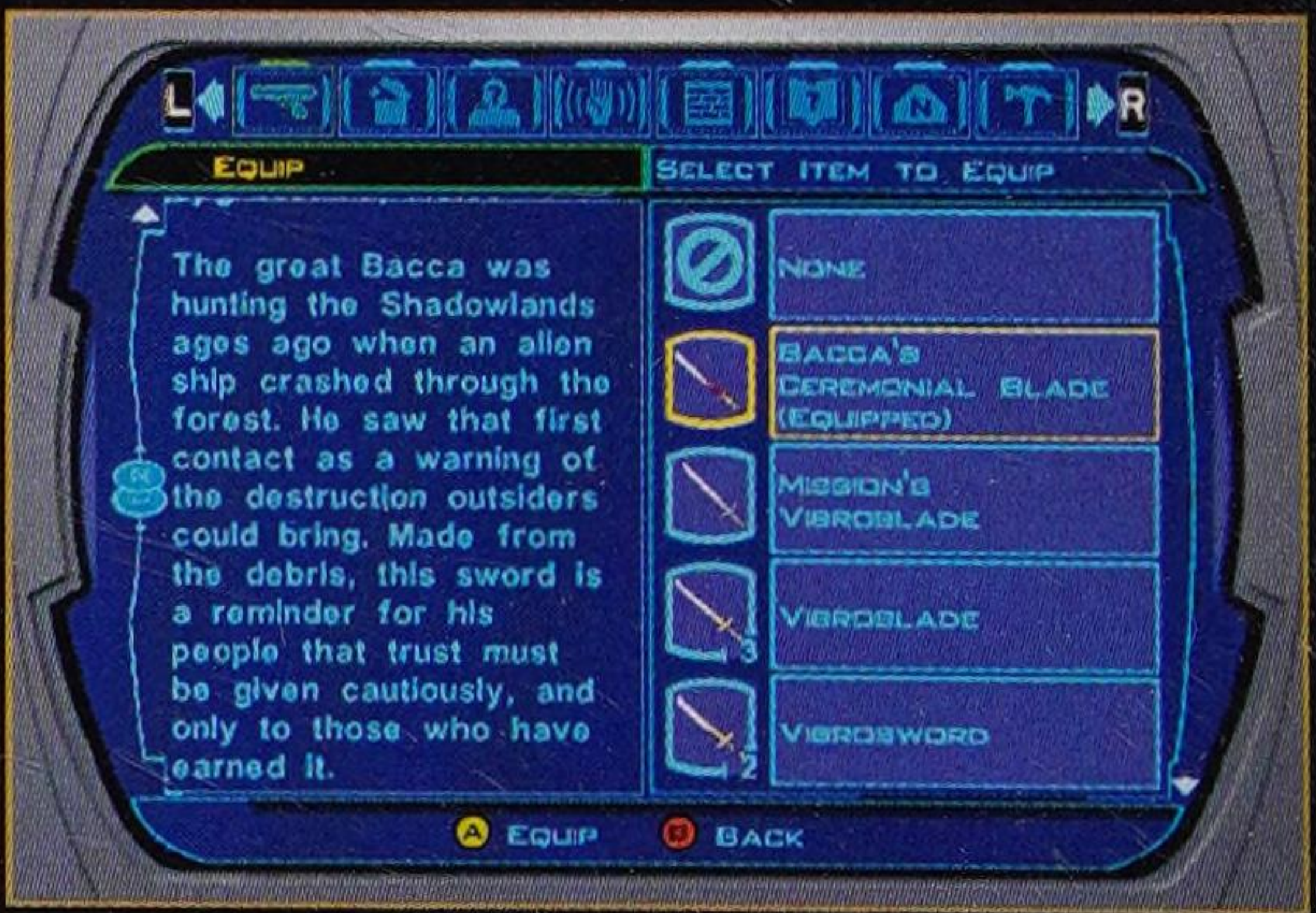
Attribute	Score	Bonuses
Strength	20	+5
Dexterity	12	0
Constitution	20	+5
Intelligence	10	0
Wisdom	12	+1
Charisma	8	-1

Overview

This walking carpet may come with a bowcaster (a Wookiee weapon that acts like a blaster rifle), but his incredible strength and constitution statistics mean he's best served as a melee monster. In particular, his constitution allows him a huge number of hit points, and the tremendous strength means he'll add damage to anything he strikes with a melee weapon; so why keep him at the back? His innate species skill—Wookiee's toughness—also helps him at close quarters; the skill negates the first couple of damage points he receives (and sometimes adds HP to him), so get him into the fray! Of course, his hair and culture do not allow him to wear any type of armor (he can wear arm shields, though), and his armor class isn't as high as other party members, but that brute force more than makes up for this.

Drop all necessary points into combat-feat advancements, such as melee focus and proficiency, after which move onto the flurry line of skills; these add attacks per round. Invest in double-weapon feats for Zaalbar so he can dual-wield the powerful swords found throughout the adventure. Unlike Canderous, Zaalbar cannot regenerate during combat (meaning he may sometimes be left on the *Ebon Hawk* in favor of the Mandalorian), so keep an eye on him and heal him as needed. As he is a scout, he can (and should) receive feats that allow implants. Since he can't wear body armor, equip Zaalbar with dexterity implants to raise his defense. Of course, you can follow up on the bowcaster line of skills, but this is nowhere near as effective as capitalizing on his melee line of feats and close-quarter skills. Put off using Zaalbar until you receive enough experience so he obtains melee feats. Then bring him out to cleave and rend.

Equipping Guide



The great Bacca was hunting the Shadowlands ages ago when an alien ship crashed through the forest. He saw that first contact as a warning of the destruction outsiders could bring. Made from the debris, this sword is a reminder for his people that trust must be given cautiously, and only to those who have earned it.

Zaalbar can't wear body armor, so equip him with Brejik's arm band and belt (for +5 resistance to physical damage) and one of the better forearm shields. Concentrate on his close-combat fighting: Zaalbar's melee weapons should commence with the prototype vibrosword you find on the *Endar Spire*; it's only a little better than a regular vibrosword but is upgradeable with parts. Try the vibration cell upgrade (+1 physical damage), the durasteel bonding alloy (+1 attack), and the energy projector (+2 attack bonus, +1 physical damage). When you reach Kashyyyk, seek out Bacca's ceremonial blade; it is a decent weapon, culturally significant, and upgradeable. It is also monstrous when powered up! The most lethal weapon? Try Yusani's brand; this is another double-bladed vibrosword with two attacks per round.

T3-M4

Location: Janice's Droid Shop, Upper City Taris
Class: Expert Droid
Level: 3
Vitality: 24
Force: N/A
Defense: 15
Fortitude: 3
Reflex: 3
Will: 1

Utility droids of all makes and models are a common sight on every planet throughout the galaxy. The versatility of these handy little droids, combined with their reliable programming and affordability, has made them popular for everything from light janitorial duties to complex mechanical repairs and maintenance. Among the premier utility droids currently available are those in the T3 series. Though more expensive than most standard models, T3 droids contain the latest in advanced circuitry and programming and are easily fitted with a variety of customized upgrades.

T3-M4, a prototype of the latest model in this prestigious line, was created in a droid shop on Taris to serve as a personal security unit for an anonymous buyer. Along with the standard functionality, T3-M4 was equipped with light armor plating and upgradeable weapon functionality. These combat capabilities, combined with the droid's innate computer slicing and code-breaking skills, have led many to speculate about the identity of the droid's unknown buyer. Given the expense, abilities, and advanced technology of this little droid, most suspect that T3-M4 is being fitted for something far more than a simple personal security position.

Computer Use
Skill Rank: 6
Bonus: +5
Actual Rank: 11

Demolitions
Skill Rank: 3
Bonus: +5
Actual Rank: 8

Stealth
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Awareness
Skill Rank: 3
Bonus: 0
Actual Rank: 3

Persuade
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Repair
Skill Rank: 6
Bonus: +5
Actual Rank: 11

Security
Skill Rank: 6
Bonus: 0
Actual Rank: 6

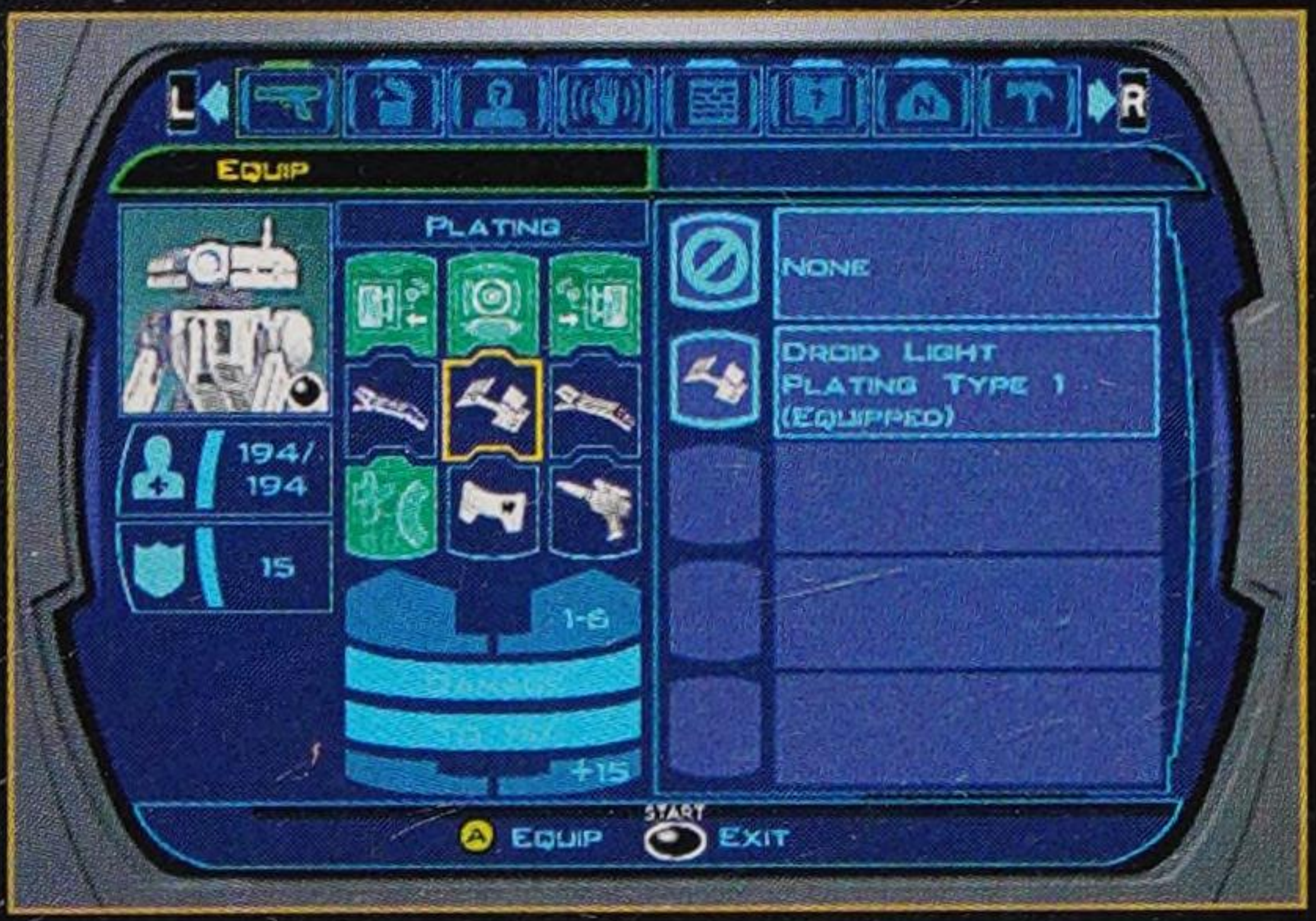
Treat Injury
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Attribute	Score	Bonuses
Strength	12	+1
Dexterity	15	+2
Constitution	14	+2
Intelligence	20	+5
Wisdom	10	0
Charisma	10	0

Overview

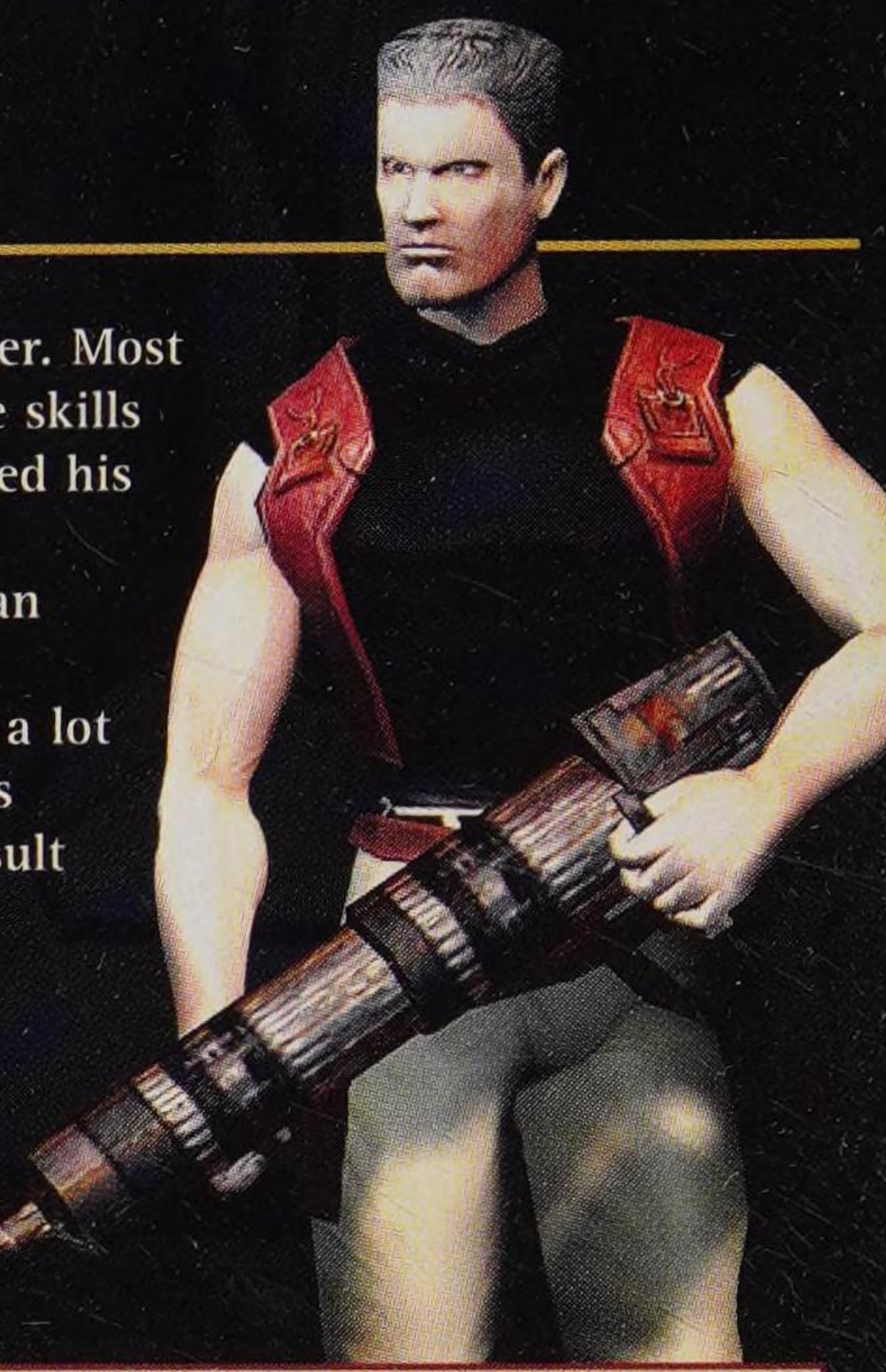
As you'd expect by looking at this droid, T3-M4 should be pushed to the back of the party and kept out of combat under nearly all circumstances. T3-M4's primary role is to act as a security droid to allow you access into critical areas via doors he can open. However, he can prove almost as effective in the combat zone if you keep an eye on him (especially if you utilize the droid-only arms slot); fix a blaster to him and a unique series of droid-only weapons if you aren't using HK-47. The only door T3-M4 has to open is the one to the Sith military base on Taris, meaning you can effectively place the droid on the *Ebon Hawk* permanently after this unlocking. Otherwise, use T3-M4 if your main character lacks the necessary computer skills or intelligence (for door-opening or hacking into computer networks).

Equipping Guide



Looking at T3-M4's inventory screen, you see that the droid has different slot setups than humanoid team members. Start by placing droid light plating Type 1 in his armor slot. T3-M4 also comes with a feat enabling the droid to shoot blasters, so equip him with one (but not at the expense of your other ranged combat characters). Use the droid's arms slots by placing a "charged" item in this bay, such as a stun ray, flamethrower, or shield disruptor—this is definitely helpful if the droid is attacked during combat and your other characters aren't able to come to the droid's aid. The stun ray, in particular, allows T3-M4 to immobilize a foe, leaving it open to attack from the rest of your party. If you want T3-M4 to go up against enemy droids, employ the shield disruptor, as it inflicts 30 points of ion damage; great for lowering the personal shields of enemies and incapacitating machine-based entities.

When you find arms slots items (bought from droid merchants or found as treasure), use one of the two slots for energy shields, then be on the lookout for the carbonite projector for T3-M4. This inflicts 20 points of damage and causes the victim to roll a difficulty check save or be paralyzed for nine seconds—another great way for T3-M4 to aid in combat without being the focus of attacks. Later into your adventure, you can locate a higher-level carbonite projector (40 damage, paralyzed), or try slotting in the advanced flamethrower for a nasty surprise against enemy attackers; this inflicts 60 points of fire damage, and awes enemies for three seconds (leaving your victim cowering for a round). Finally, armor doesn't slow T3-M4 down, so attempt to locate the ultimate armor (droid heavy plating Type 3) as soon as possible.



CANDEROUS ORDO

Location: Lower City, Taris
Class: Soldier
Level: 3
Vitality: 39
Force: N/A
Defense: 10
Fortitude: 5
Reflex: 1
Will: 3

Canderous Ordo makes his living as a mercenary, selling his services to the highest bidder. Most often this turns out to be an underworld figure wanting to capitalize on his considerable skills as a combatant, tactician, and outright thug. If his criminal clients knew where he learned his trade, however, even they might have second thoughts about hiring him.

Canderous is a Mandalorian, and as such, he was on the losing side of the Mandalorian Wars with the Republic. He was no foot soldier, however, and had an active hand in the planning and execution of many battles that did not go in the Republic's favor. There is a lot of blood on his hands, and he doubts that enough time has passed for people to view his actions as he does, with the impersonal eye of a career soldier. Likewise, he takes no insult from the defeat of his people. It was all just business.

For now, Canderous spends his time employed by Davik, a crime lord with influence throughout the Taris undercity. The traitorous actions of Revan and Malak and the current aggression of the Sith have distracted the citizens of the Republic to the point where they are no longer concerned about defeated enemies, and he can go about his business in peace. Working as a small-time enforcer is not how he pictured his career ending up, however, and any offer for more interesting work would likely get serious consideration.

Computer Use
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Demolitions
Skill Rank: 2
Bonus: 0
Actual Rank: 2

Stealth
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Awareness
Skill Rank: 0
Bonus: +2
Actual Rank: 2

Persuade
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Repair
Skill Rank: 0
Bonus: 0
Actual Rank: 0

Security
Skill Rank: 0
Bonus: 0
Actual Rank: 0

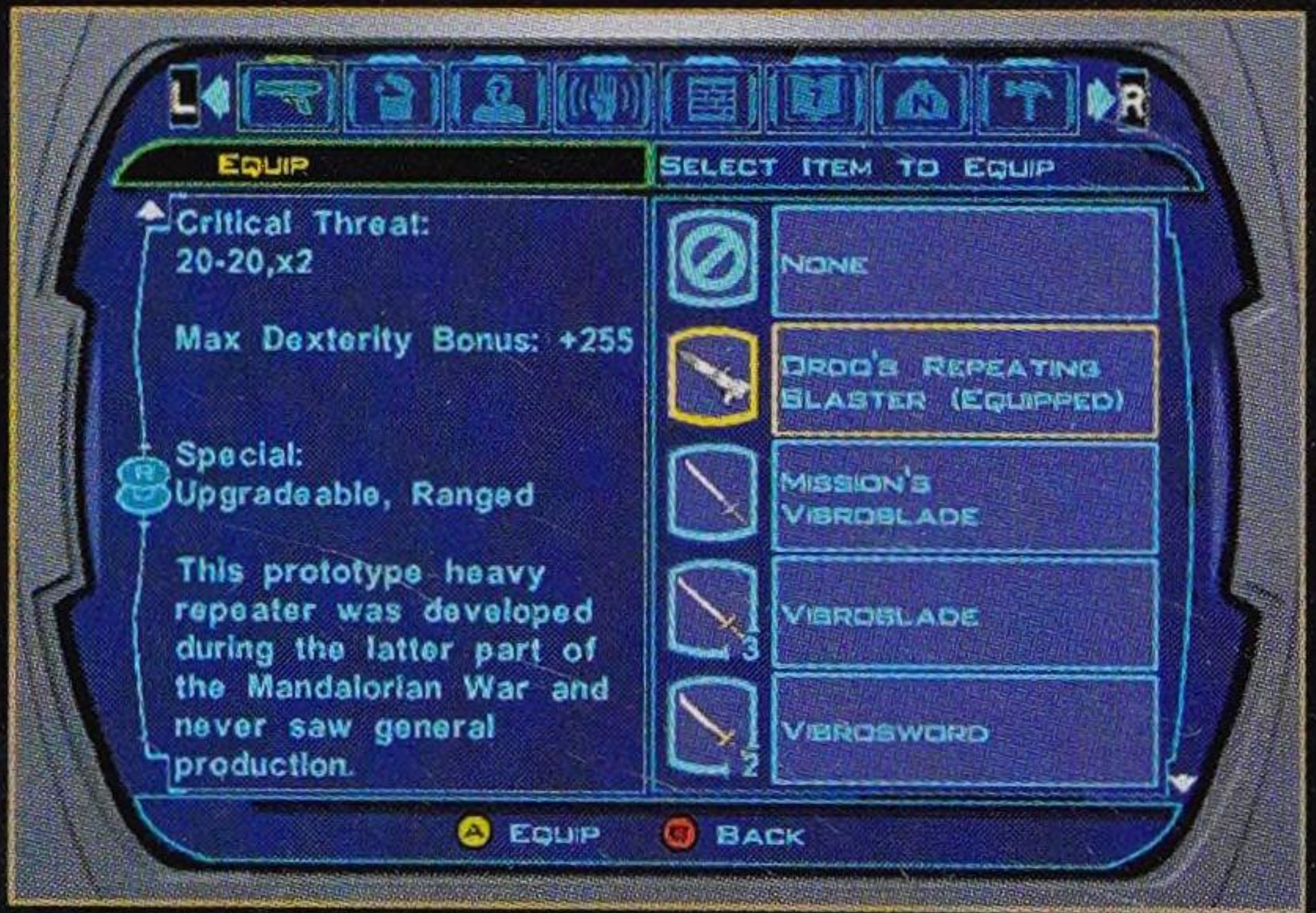
Treat Injury
Skill Rank: 0
Bonus: +2
Actual Rank: 2

Attribute	Score	Bonuses
Strength	15	+2
Dexterity	12	0
Constitution	14	+2
Intelligence	10	0
Wisdom	14	+2
Charisma	10	0

Overview

Arguably the ultimate combat specialist, Canderous is a soldier with a penchant for heavy weapons and is exceptional at ranged fighting. Stand him at the back, carrying massive ordnance, and let him absorb incoming fire. He can take the hits as he has an innate species ability to regenerate. This also gives him a natural resistance to damage. The rapid-shot feats yield deadly results when combined with Canderous' heavy-weapons specialization. Make sure his gung-ho attitude fits his combat potential; use both Canderous (and optionally Carth) at range, with your character being a melee specialist; this is one of the best uses of a party trio in the game. Once you get into close-quarter fighting, enemies tend to steer clear of hitting Canderous (they usually go after you or the other party member), allowing him to make full use of the rapid-shot line of skills, or power blast (where shots do more damage). Fully explore these feats.

Equipping Guide



Critical Threat:
20-20,x2

Max Dexterity Bonus: +255

Special:
Upgradeable, Ranged

This prototype heavy repeater was developed during the latter part of the Mandalorian War and never saw general production.

Canderous comes with Ordo's repeating blaster (and he's great with these weapon types), and you should use it throughout your adventure. It is upgradeable, so employ this tactic as your quests continue, and keep adding parts until it becomes a real monster of a weapon. Canderous needs no other armament, as long as you keep building onto it. If you must change his original blaster rifle, try the Mandalorian heavy repeater. This isn't upgradeable, but it is great to use, looks cool, and does an extra one-to-four points of ion damage on top of its regular attack. Being a soldier, Canderous starts with access to any armor type (except Jedi robes), and should receive it immediately. Start him with Davik's armor shortly after leaving Taris, swap it with heavy armor types using your own discretion, and later into the adventure, place him in a full suit of Mandalorian battle armor—it's only right that he should wear the protection of his people!

The rest of Canderous's equipment should reflect his combat potentials. For his face, if you haven't used points of weapon specialization, try the heavy targeting optics mask. This gives you four feats including weapon focus and specialization for blaster rifles and heavy weapons. Use this early, before you obtain the feats through experience that negate these enhancements. The ultimate mask is the GenoHaradan visor (+4 awareness). This helps you see mines planted in your path, and gives a +3 to reflex saves, too. Couple this with a high demolitions skill to destroy the mines before the rest of the party know they are even there! For gauntlets (and to a lesser extent, the face), place items that increase Canderous's dexterity or demolitions skills. Ignore items that give him strength bonuses, as Canderous shouldn't be fighting hand-to-hand. For demolitions, try the stabilizer gauntlets (+2 demolitions) to begin, and end with the Verpine bond gauntlets (+6 demolitions). Finally, try granting Canderous a level in implants (level one and two feats) and obtain the response package, or better yet, a bio-tech package that gives +1 to regeneration, making Canderous a personal healing clinic! For implants that help attacking, plug in the retinal combat implant (+1 attack, +1 awareness).

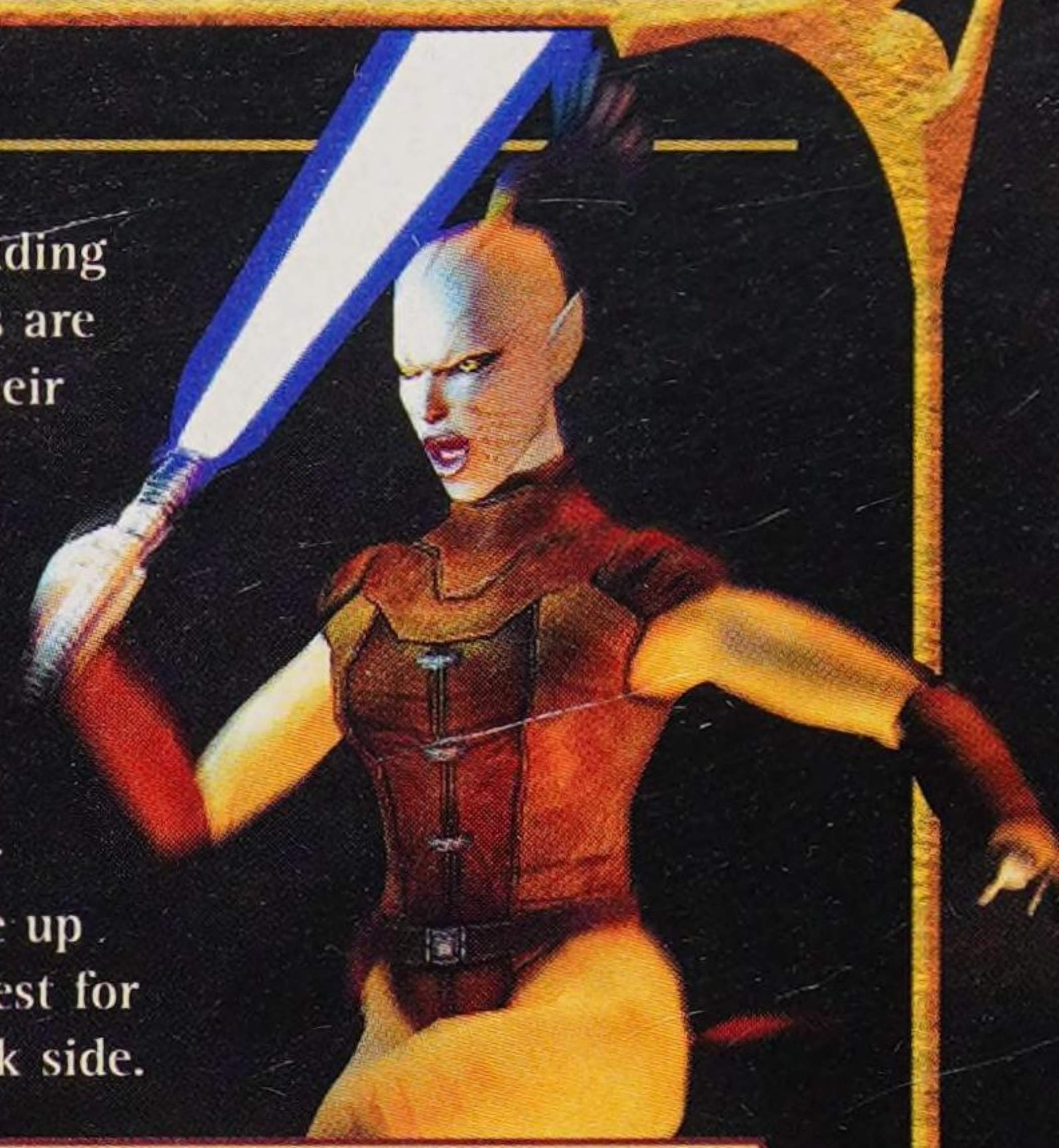
JUHANI

Location: An adversary in a grove in Dantooine
Class: Jedi Guardian
Level: 6
Vitality: 78
Force: 60
Defense: 16
Fortitude: 10
Reflex: 8
Will: 7

Juhani, like most Cathars who choose to join the Jedi Order, is locked in a never-ending struggle to find a balance between her instincts and her training. The feline Cathars are known throughout the galaxy for their courage in battle, their fierce loyalty, and their quick tempers; such intense passions can make it difficult for one of this proud species to follow the way of the light.

Yet Juhani has given herself fully to the Jedi, and she is determined to master both her volatile emotions and her ability in the Force. She strives to be a paragon of the Order; she has sworn to live her life completely by the Jedi Code. Because of this, she does not easily accept failure in herself or in others.

Still, there are some among the Order who question whether this Cathar can ever learn to control her burning passions. It remains to be seen whether Juhani can live up to her own demanding standards, but even her own Master fears her impossible quest for perfection will result in frustration and despair ... emotions that can lead to the dark side.



Computer Use	Stealth	Persuade	Security
Skill Rank: 0	Skill Rank: 2	Skill Rank: 0	Skill Rank: 0
Bonus: 0	Bonus: 0	Bonus: +1	Bonus: 0
Actual Rank: 0	Actual Rank: 2	Actual Rank: 1	Actual Rank: 0
Demolitions	**Awareness**	**Repair**	**Treat Injury**
Skill Rank: 0	Skill Rank: 3	Skill Rank: 0	Skill Rank: 0
Bonus: 0	Bonus: +1	Bonus: 0	Bonus: +1
Actual Rank: 0	Actual Rank: 4	Actual Rank: 0	Actual Rank: 1

Attribute	Score	Bonuses
Strength	13	+1
Dexterity	16	+2
Constitution	14	+2
Intelligence	10	0
Wisdom	12	+1
Charisma	13	+1

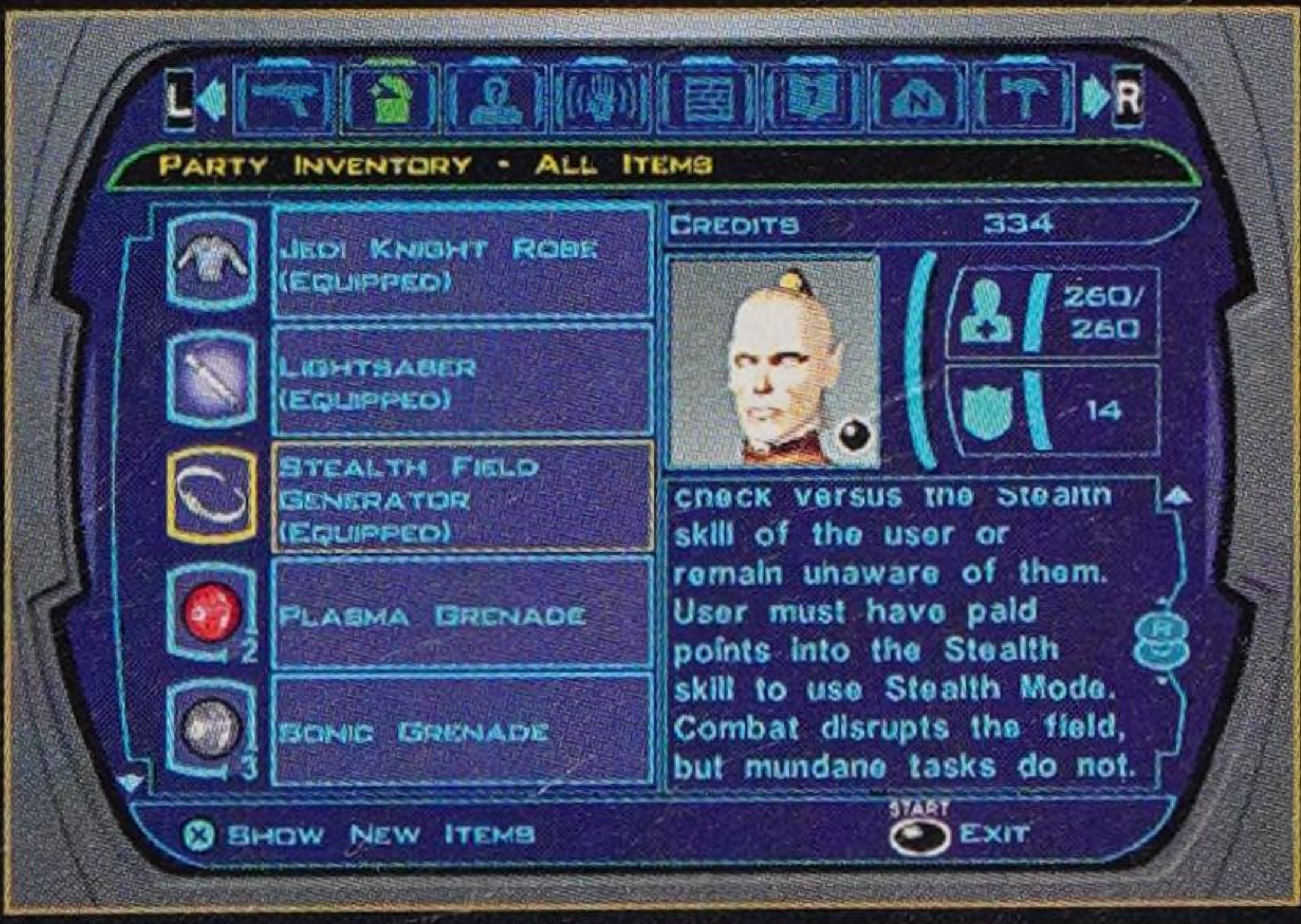
Overview

Like HK-47, Juhani is an optional character, meaning that she doesn't need to join your company to further your adventure in the game. Indeed, you may inadvertently strike Juhani down when she challenges you. This would be a mistake, as she is a highly accomplished Jedi with close-combat capabilities and her own unique lightsaber. You can add feats so she can actually wield two lightsabers at once, but this takes some laborious leveling up. It is recommended to take Juhani through the duelist line of feats, so she receives a +1 attack with one-handed weapons, and +1 defense with her lightsaber. As a Cather, Juhani possesses the unique ability to enter stealth mode without a belt; this talent can be augmented by adding points to her stealth skill. She can sneak past many enemies, letting her attempt sneak attacks or exploration into dangerous territory. Of course, being a Jedi Guardian (and thus lacking scoundrel abilities), she doesn't receive sneak attack bonuses.

Juhani has a fairly reasonable dexterity and good constitution and intelligence. This means that as a Jedi, and without armor protection, only her defense is really lacking, so increase it through items at the earliest opportunity. She also has Force slow (-2 defense, -2 reflex saves to opponents, and attack and damage bonuses to her). Or, exchange this for Force shock to obtain the dreaded Force lightning!

Otherwise, treat her as you do Bastila; give her Cure early on and level her up a couple of times, then make the decision about how far down the dark side path you wish to go (our advice? As far as you can!). If you have both Bastila and Juhani in your party, and they are both healing by default, you can attack adversaries without worrying about medpacs! When she has ascended a few levels, employ her in melee combat, along with healing. Her hit points are reasonable because she's a Guardian. One final option is to train each of your Jedi in two to three series of Force powers each; that way you can obtain almost every power in the game.

Equipping Guide



check versus the Stealth skill of the user or remain unaware of them. User must have paid points into the Stealth skill to use Stealth Mode. Combat disrupts the field, but mundane tasks do not.

Use gauntlets or implants to raise her dexterity to offset her lack of armor. If you're using Juhani in many melee situations, try the gauntlet known as GenoHaradan power glove—this gives you +4 strength, +2 attack, and +2 damage, perfect for close-quarter fighting. Later into the adventure, try the dominator gauntlet (+5 strength, and attacks +2 if you character has an even-number strength and +3 if it's odd). She has no implants, but spend skill points to obtain them. On her head, try the circlet of Saresh (+5 wisdom, great for her Force powers). All of her items are interchangeable with Bastila. She has shields on her arms, and as she is a warrior class, make sure her belt raises her will save (try the CNS strength enhancer, with +2 to all saves and +2 strength). Or, with melee combat in mind, try the adrenaline stimulator (+4 all saves, +2 dexterity) as another belt option.

As with Bastila, all of the crystals you collect should be shared among the more close-combat specific Jedi (Bastila, Juhani, optionally your own character, but not Jolee as he is less of a melee specialist). Juhani's single one-handed lightsaber is upgradeable, so use the available crystals. Eralam crystal is great (+2 damage and attack), as is sapith (+3 damage, +2 attack). Also attempt to use nextor +1 to attack, x2 to critical threat range. Critical threat is your chance of scoring a critical (double-damage) hit, and normally occurs when a character "rolls" a 19 or 20; with an expanded critical threat range, critical hits will occur on "rolls" of 17, 18, 19, or 20. Finally, try opila crystal; it grants you a +3 to +12 damage bonus to critical hits. Combo this with nextor (as you'll then get critical hits more often), and despite needing two feats for this to work, it can be a devastating melee attack for one of your Jedi.

HK-47

Location: Droid Shop in Anchorhead, Tatooine
Class: Combat Droid
Level: 6
Vitality: 66
Force: N/A
Defense: 16
Fortitude: 5
Reflex: 4
Will: 3

HK-47 was designed for combat, but he is far more autonomous than a mere battle droid. In the years since his last memory wipe, personality quirks have developed in his programming that border on the psychotic. This has only served to make him an even more efficient assassin.

A self-sentient killing machine, HK-47, as is obvious merely from his menacing appearance, is far more than an ordinary combat droid. With a devastating arsenal of high-powered weaponry, a ruthless and single-minded pursuit of its termination targets, and a pre-programmed disregard for all organic life, this Hunter-Killer model is one of the most dangerous assassins in the galaxy.

Rumored to have been created by Czerka Corp. to eliminate the heads of rival corporations, HK-47 is quite capable of laying waste to an entire building in an effort to dispose of a single target, as he has demonstrated on more than one occasion in the past. This wanton carnage, combined with the tendency of the droid's previous owners to come to rather gruesome ends, has led most civilized planets to issue explicit bans on all HK-model assassin droids.

But on the dangerous worlds of the Outer Rim, having a merciless, flame-throwing engine of destruction at your side can be quite useful ... until it decides you're the next target.

	Skill Rank	Bonus	Actual Rank
Computer Use	0	+2	2
Demolitions	5	+2	7
Stealth	0	0	0
Awareness	5	+1	6
Persuade	0	0	0
Repair	6	+2	8
Security	0	0	0
Treat Injury	0	+1	1

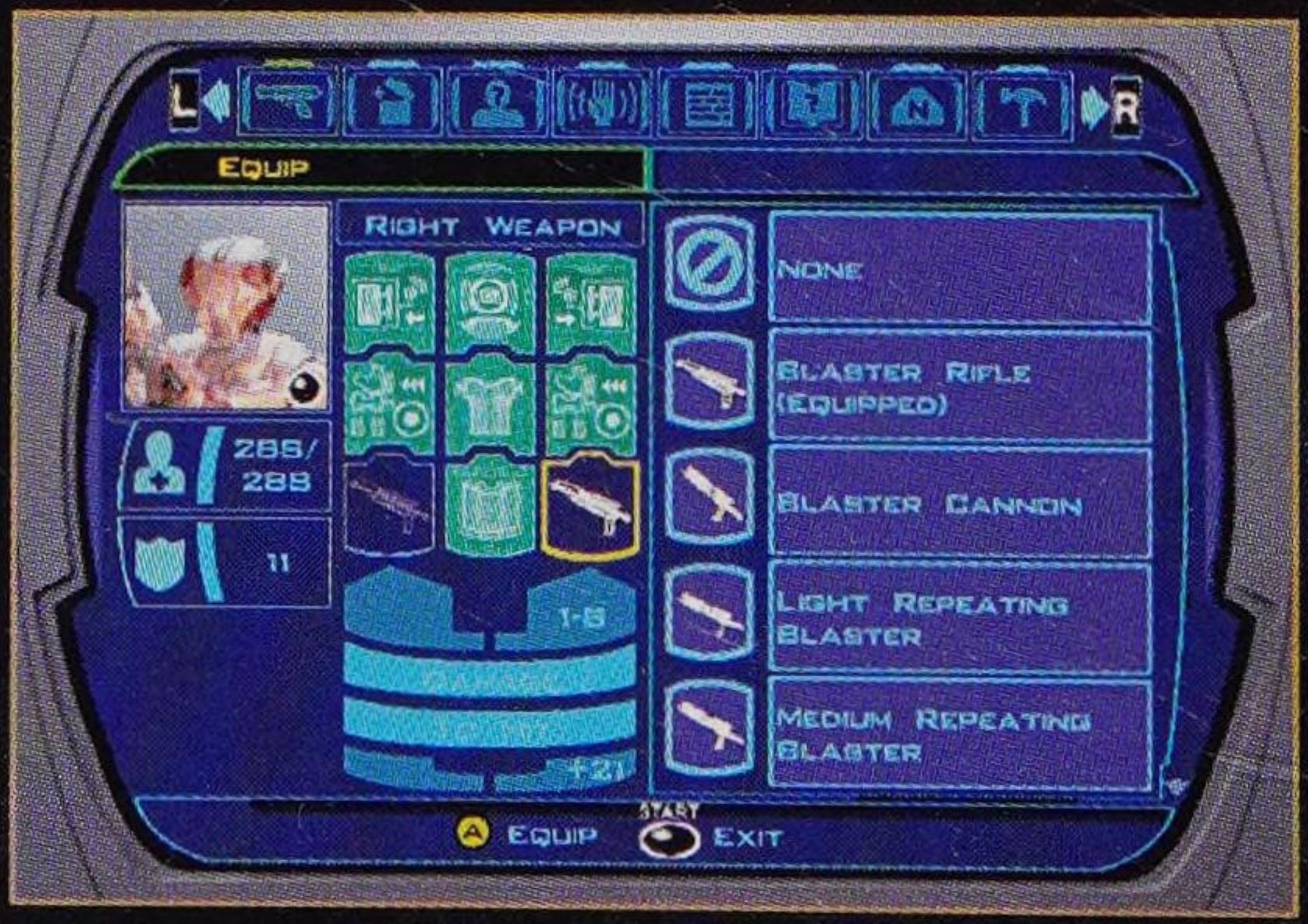
Attribute	Score	Bonuses
Strength	16	+3
Dexterity	14	+2
Constitution	10	0
Intelligence	14	+2
Wisdom	12	+1
Charisma	10	0

Overview

Despite being robotic, HK-47 is a little like Juhani, but only in the sense that he isn't a mandatory character in the game. Although initially bought as an interpreter, HK-47 certainly makes no use of these talents after the Sand People have been chatted to; he's an assassin droid. Despite the fact that he's accidentally offed many of his previous masters, add HK-47 to your party, then give every available blaster rifle to HK-47 to play with.

Being from the soldier class of droids, he isn't effective in melee combat (despite the decent starting strength and dexterity); his skills give him a good base for ranged weapons. If you want to give yourself more of a challenge, use him in close assaults, but the payoff isn't really worth it. Instead, keep him primed for combat. His speech patterns and comedic utterances alone are worth the price of keeping him alive! Don't get him to pick locks or any other type of work; this droid is built with firepower in mind. Some Jedi Masters used HK-47 simply because of his odd and comedic banter (as Canderous is more impressive in the heavy weapons combat arena); concentrate on building his multi-attack feats if the Mandalorian isn't around.

Equipping Guide



Start by riveting droid light plating Type 1 to HK-47's torso, with the ultimate goal of obtaining droid heavy plating Type 3. When you find arms slots items (bought from droid merchants or found as treasure), use one of the two slots for droid weapons, then be on the lookout for the carbonite projector. This inflicts 20 points of damage and causes the victim to roll a difficulty check save or be paralyzed for nine seconds. Later into your adventure, locate a higher-level carbonite projector (40 damage, paralyzed), or try slotting in the advanced flamethrower for a nasty surprise against enemy attackers; this inflicts 60 points of fire damage, and awes enemies for three seconds (leaving your victim cowering for a round).

HK-47 should be the only one employing blaster rifles; he's the best at using them, so transfer any rifles to him. However, the rifle he starts with isn't the most impressive of those available and should be swapped, ideally for one of the following two rifles: the Zabrak battle cannon (+3 attack), which is not upgradeable, or try Jurgan Kalta's assault rifle; you receive bonus ion damage too, and this beast is upgradeable.

NOTE

It is worth noting that player characters with a high-enough repair skill (party members do not count) are able to repair HK-47 and significantly improve his/her capabilities:

First repair: +2 to dexterity
Second repair: +2 to defense
Third repair: Regenerates 1 point per 6 seconds (or round)
Fourth repair: Regenerates 2 points per 6 seconds (or round) and an additional +2 to dexterity

JOLEE BINDO

Location: The Shadowlands of Kashyyyk
Class: Jedi Consular
Level: 6
Vitality: 42
Force: 96
Defense: 16
Fortitude: 7
Reflex: 4
Will: 8

Jolee Bindo appears to be a wizened Jedi Master, but while he fought the Sith as a young Padawan, he has little patience for extremes of light or dark these days. Jolee has mastered the Force through a lifetime of experience, and has done so away from the Jedi Order.

A former smuggler, and skilled Jedi, who has chosen to retreat from society and live out his days in seclusion and obscurity, Jolee Bindo cloaks himself in indifference to hide his sorrow. He appears as a cantankerous old man who readily dismisses the wide world and its troubles with an impatient wave of his hand, but his care and wisdom still shine through the many layers he has draped around his heart.

His story is unknown aside from rumors that he fought in the great war of Exar Kun four decades ago, a time when Jedi turned against Jedi and the dark side threatened to swallow the galaxy. What happened so long ago that would push a man to leave the Jedi Order, to leave civilization itself and go into self-imposed exile in the deepest shadows of wild Kashyyyk? Jolee himself is not forthcoming and scoffs at any suggestion that he might be something more than what he appears: an old man.

One thing that is very clear; he is weary of this world and its endless, pointless struggles. He insists that all he wants is peace, but Jolee Bindo's eyes, the eyes of a fighter, the eyes of a Jedi—tell a different story.

Skill	Skill Rank	Bonus	Actual Rank
Computer Use	0	+1	1
Stealth	0	0	0
Persuade	0	+2	2
Security	0	0	0
Demolitions	0	0	0
Awareness	5	+2	7
Repair	0	+1	1
Treat Injury	5	+2	7

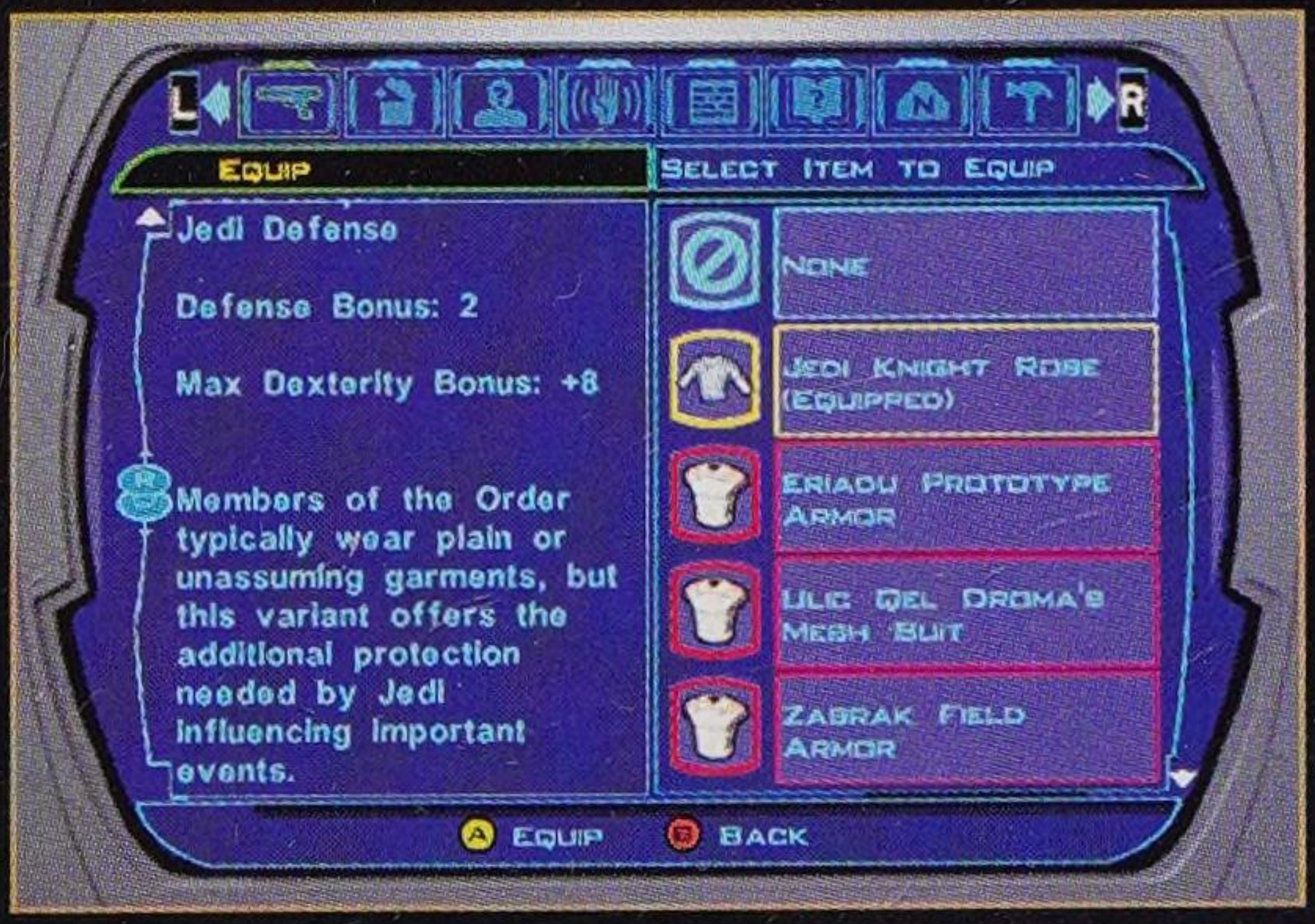
Attribute	Score	Bonuses
Strength	12	+1
Dexterity	16	+3
Constitution	12	+1
Intelligence	12	+1
Wisdom	15	+2
Charisma	15	+2

Overview

Jolee's availability varies, depending on when you visit Kashyyyk; if you wish to obtain him earlier than, say, HK-47, make the Wookiee planet first on your list when you leave Dantooine, instead of Tatooine. Jolee is a Jedi Counselor, meaning he relies on ranged Force powers instead of melee mettle. He begins with a number of Force abilities, and these "spells" should be cast at a more productive rate if you raise Jolee's wisdom and charisma bonuses; this gives him more Force points, making his targets harder to resist powers, and giving him more Force powers per level.

Jolee comes with a uniquely colored lightsaber that is upgradeable. Make sure he uses this weapon only when necessary—he should be using the Force at the back of your trio. Move him away from melee attacks, into a healing position, or perhaps send him to the dark side to dabble in dark side powers, such as lightning. Or, use him as a "helper" character to power up the remaining party members (heading down the Force valor line helps him help you!). Although venerable, Jolee isn't the preferred Jedi here—the ladies are.

Equipping Guide



Jedi Defense

Defense Bonus: 2

Max Dexterity Bonus: +8

Members of the Order typically wear plain or unassuming garments, but this variant offers the additional protection needed by Jedi influencing important events.

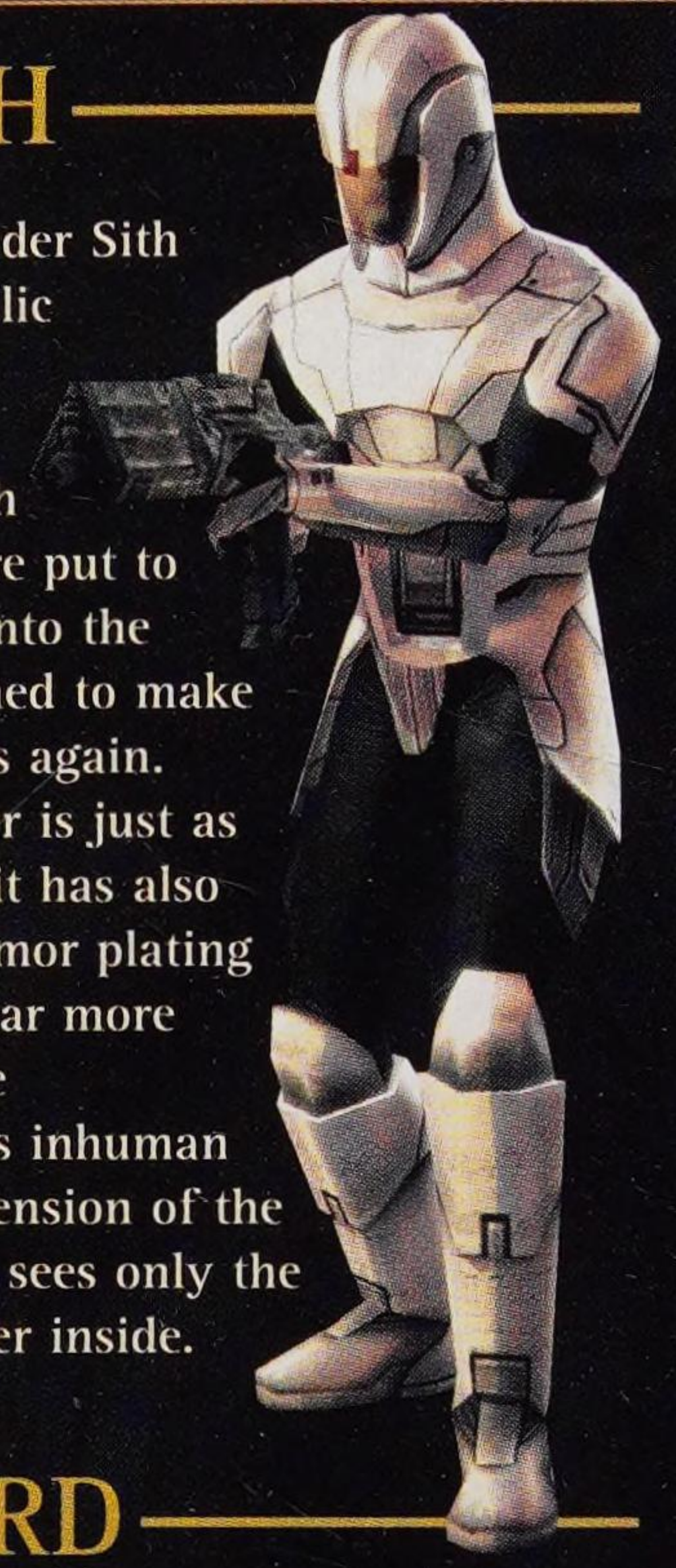
NONE
JEDI KNIGHT ROBE (EQUIPPED)
ERIADU PROTOTYPE ARMOR
ULIC QEL DROMA'S MESH SUIT
ZABRAK FIELD ARMOR

Jolee should be armed in a manner appropriate to a Jedi of his standing—look to the outfitting of Juhani, Bastila, and your own Padawan self, and employ any of the items you see fit. All of the lightsaber crystals you collect should be shared among the more close-combat specific Jedi (Bastila, Juhani, optionally your own character, but not Jolee as he is less of a melee specialist). Try the jenraux crystal; this gives you +5 in blaster deflection and +2 to damage, helping protect Jolee as he's not a close-combat machine. For his face, dexterity bonuses are good as his skills increase; try the stabilizer mask as it gives him immunity to mind-affecting powers (such as fear) and +2 on all saves. Also try sonic nullifiers too (they give 10 resistance points against sonic attacks). Finally, you may wish to try the Verpine ocular enhancer (+5 resistance against sonic attacks, +1 dexterity). Remember that Jolee must wear only Jedi robes, so obtain the best you can lay your hands on (Jedi Master, Knight, or specially named robes).

Increase Jolee's casting abilities. For belts, use those with save bonuses built into them. A good beginning belt is the cardio-regulator (+2 fortitude). Because Jolee is casting Force magic, his fortitude save is small, so this evens out the discrepancy. You may want to equip him with an electrical capacitance shield, another belt type—this gives him 100 percent electrical immunity, great for fighting higher-level Dark Jedi that use Force lightning. Or, try Brejik's belt, which allows him to absorb five points of damage versus physical damage (and thus warding off some damage if he's caught in a prone position). Although Juhani's equipment can be interchanged, concentrate instead on specific gauntlets, such as Brejik's glove (+1 dexterity) to help his defenses out as his armor is poor. If you must have a wider spread of items through the characters, try the dominator gauntlet or GenoHaradan power gloves to up Jolee's strength.

Foes

THE SITH



While the majority of the battalions now under Sith command are comprised of traitorous Republic forces, they are far from hodge-podges of disorganized troops. Only the strong are granted acceptance into the ranks of the Sith army; those judged too weak to be of use are put to an ignoble end. Traitors may be welcomed into the ranks, but a level of fear is quickly established to make certain they are not so quick to change sides again.

Functionally, the armor of the Sith trooper is just as protective as most Republic equipment, but it has also been carefully designed to inspire dread. Armor plating is presented more obviously, making it appear more imposing, and the features of the wearer are completely obscured to make them a faceless inhuman entity. A Sith trooper is perceived as an extension of the Sith, and even in close combat an opponent sees only the cold faceplate of the helmet, never the soldier inside.

CALO NORD

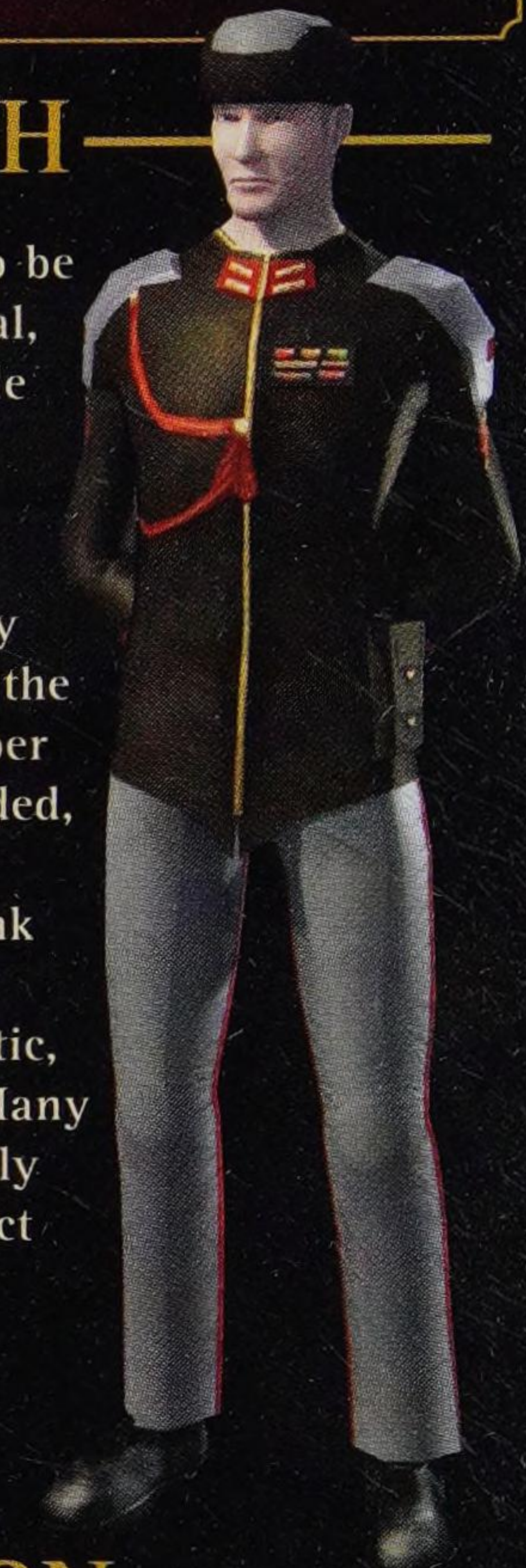
At first glance, Calo Nord seems harmless enough. He is small in stature, a quiet little man who moves with a careful, almost deliberate precision. Yet the twin blasters on his belt give a hint as to the true nature beneath his disturbingly expressionless face. And among the criminals and scum inhabiting the Outer Rim, no name is more feared than that of the galaxy's most notorious bounty hunter.

Bought as a slave while still a young boy, Calo began his life of bloodshed on his sixteenth birthday by butchering his owners, or so the legend holds. His next victims were the ones who had sold him into a life of servitude, his own parents. It was inevitable such bloody vengeance would bring retribution, and a price was placed on the young man's head.

But Calo had a natural instinct for survival, and for killing. He toyed with the bounty hunters who came after him, learning all their tricks and techniques before dispatching them with ruthless efficiency. Eventually the attempts on his life stopped, though not before dozens had failed in their efforts to collect the small fortune resting on his head. Those responsible for placing the bounty on him were the next to feel Calo's wrath. No longer a target himself, Calo became one of the hunters. With each bounty he collected, his reputation grew.

There are those who claim Calo is nothing but a myth, a story created to frighten would-be criminals. But the victims staring into his unwavering predator's gaze could testify that he is all too real ... if any of them were still alive.

SAUL KARATH

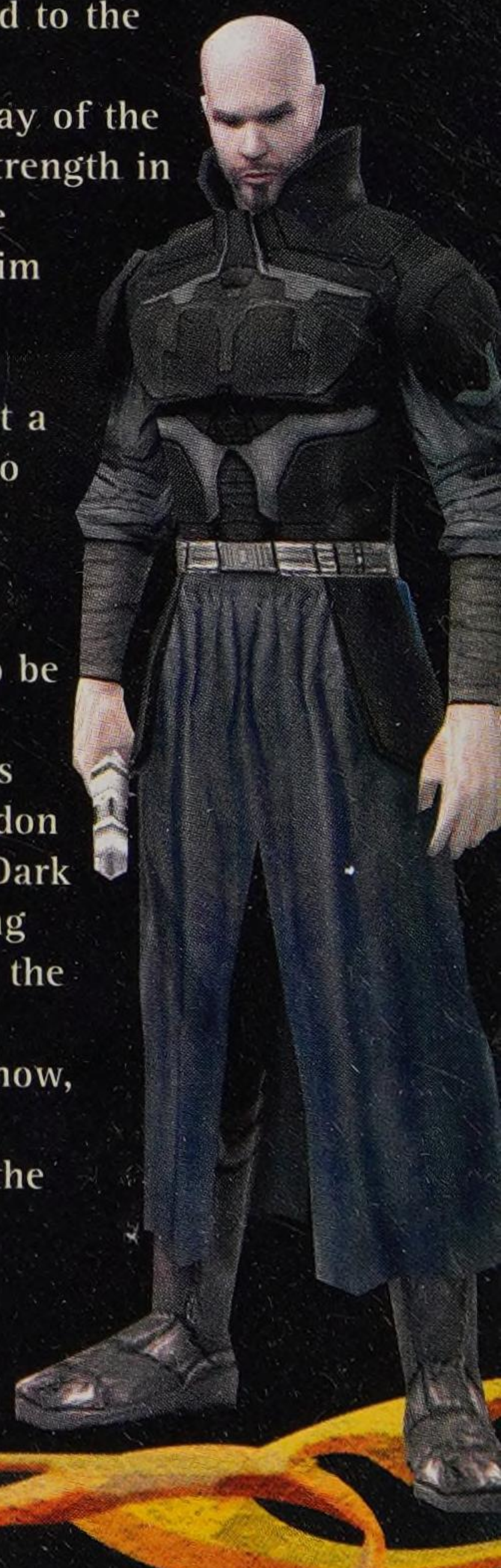


The corruption of Republic forces has proven to be the most devastating weapon in the Sith arsenal, culminating in a betrayal that may turn the tide of a burgeoning war. Admiral Saul Karath, a pivotal figure in the victory over the Mandalorians only five years ago, stunned his peers when he declared the Republic not worthy of his support. He transferred his allegiance to the Sith Lord Revan, taking with him a large number of troops and the Indictor flagship he commanded, the *Leviathan*.

Karath was the first officer of significant rank to go over, and he set a dark precedent. Rather than face an enemy that knows their every tactic, several other officers have followed his path. Many that remain loyal to the Republic trained directly under the admiral. For them, the coming conflict has become far more personal in nature.

DARTH BANDON

Like most of Malak's followers, Bandon was once a student of the Jedi. But though the Force flowed through him, Bandon could never accept the Jedi teachings. Powerful emotions like anger and hate raged within him, and they fueled his strength. When the Sith rose to power, Bandon rejected his old Master and fled to the Sith Academy on Korriban.



There he embraced the dark side and the way of the Sith with every fiber of his being. His great strength in the Force, his natural cruelty, and his absolute ruthlessness in his quest for power soon set him apart from his fellow students, and drew the calculating eye of Lord Malak himself.

In the tradition of their order, Malak sought a single pupil from among his many followers to become his chosen apprentice: one who could learn the terrible secrets of the Sith and use them to destroy the Jedi and the Republic.

So far, Darth Bandon has proven himself to be an excellent choice. Many Jedi have fallen beneath the blade of his lightsaber, and he has yet to meet his equal in combat. In time, Bandon may even challenge Malak for the mantle of Dark Lord, for this is the way of the Sith: the strong must rule, and when the apprentice surpasses the Master, the Master must fall.

But such ambitions are for the future. For now, Bandon is focused on the destruction of the Republic and the slaughter and extinction of the entire Jedi Order.

DARTH MALAK

Four thousand years before the rise of the Galactic Empire, the Republic was at its most vulnerable. A devastating war against the fallen Jedi Exar Kun had shaken the galaxy to its very core, and left the Republic's defenses crippled.

Sensing this weakness, the warlike Mandalorians began a series of brutal attacks against worlds throughout the Outer Rim. In desperation the Republic turned to the Jedi Council for aid. The learned Masters wanted to proceed with customary caution and due care before embarking on a long and destructive military campaign; however, more immediate help came in the form of two young Jedi Knights named Revan and Malak.

Ignoring the dictates of the Jedi Council, the charismatic pair recruited many to their cause, rallying the impulsive youth of the Order with cries of victory and glory. With Revan and Malak at the head of their great fleet, the Republic set forth to drive the invaders back. The Mandalorian Wars were long and bloody, and many Jedi perished in the struggle. Yet at its end the Republic emerged triumphant, and Revan and Malak were hailed as heroes.

But the heroes did not leave the war untouched. Something about the Outer Rim worlds twisted and corrupted them. On Korriban, Revan uncovered the lost secrets of the Sith and became the heir to an ancient and evil legacy. Succumbing to the lure of the dark side, the fallen Jedi assumed the title of Darth Revan, Lord of the Sith. Malak was chosen as the Dark Lord's apprentice, and the great fleet under their control abandoned the Republic and swore fealty to their new Sith masters.

With their army of followers, Revan and Malak returned not as saviors, but as conquerors. For two years, battles raged on the perimeters of Republic space. The Sith gained victory after victory, until the Jedi set a trap for Revan and succeeded in destroying the Dark Lord. But during the chaos of battle, Malak, Revan's apprentice, managed to escape.

Malak seized the mantle of his fallen Sith Master and proclaimed himself the new Dark Lord, swearing revenge on those who had killed Revan. And the Sith armada continued its relentless advance upon the Core Worlds....

THE RAKATA

Republic Archives
Archaeological Studies Division
Subject Species: Rakata
Status: Extinct

In the field of galactic archaeology, the Rakata species presents researchers with an anomaly. The Republic has been in existence since the arrival of hyperspace travel 20,000 years ago. Before that time, all known races could barely escape their own solar systems, and little information was shared between worlds. The Rakatas, however, appear to have been exempt from that rule. Hints of their one-time presence seem to be buried on myriad worlds, though this evidence is often contested due to the difficulty in recognizing such remnants. This is an understandable impediment given the length of time that has elapsed since their passing.

It is estimated that the Rakata civilization ceased to exist nearly 30,000 years ago, the height of its power predating the Republic by ten millennia. The scarcity of remains suggests that they were either very careful with access to their resources, or that attempts were made to intentionally remove any trace of their passing once they had gone. Both hypotheses tend to suggest that the Rakatas did not arrive on these worlds as ambassadors or merchants. No other species appears to have been so widespread, and yet so thoroughly purged from the galactic record.

While defining the Rakata culture is confined to guesswork, researchers have had better luck reconstructing the anatomy of the species. This has involved studying many ancient records, including the scrawled drawings of various peoples just developing sentience at the time. Artifacts, when they could be found, have also been analyzed to determine the shape of hand they were designed for, and the musculature that would have found them comfortable to use. This has resulted in a fairly clear physical portrait of these early galactic pioneers, though what became of their empire remains unknown.

Vehicles

This section details a couple of the crafts you may use during your travels. During your adventure, the planets of Tatooine, Kashyyyk, Manaan, and Korriban can be visited in any order you wish (although you may wish to visit them in the order just presented).

THE *EBON HAWK*

The *Ebon Hawk* is legendary among smuggling circles, having spent the last decade being used to shuttle goods for the Taris underworld boss, Davik Kang. Through careful piloting and a ridiculously overpowered drive system, the ship has outrun Republic and Sith patrols alike, making deliveries to any number of shady characters along the galactic rim. Davik would joke that it was the best thing he had ever stolen, and for the number of times it saved his life, he had good reason to make the claim.

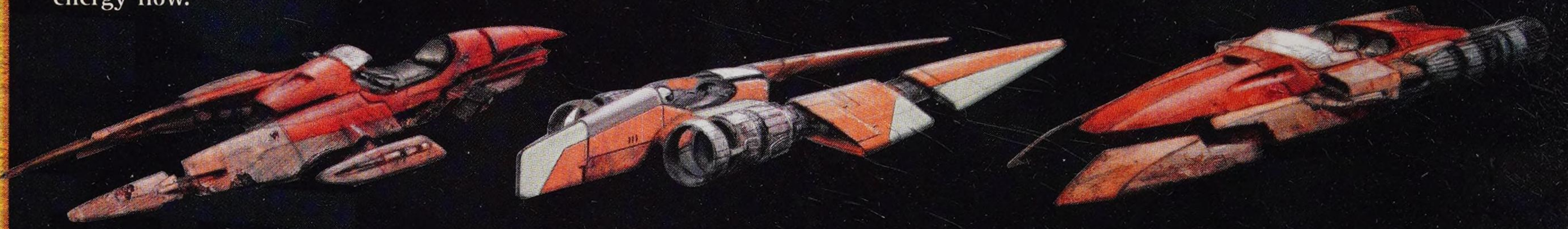
It is not clear exactly where Davik acquired the *Ebon Hawk*. The primary systems have been modified so many times that the original classification and even the company that built it are hard to determine.

It is possible the ship was a developmental prototype from some showroom floor, cobbled together from several different models. Key components are obvious retrofits, from the stolen navigational computers to the uncommonly powerful hyperdrive. A number of smuggler-specific customizations have been made as well, though only Davik knows where or how to access them all.

SWOOP BIKES

Swoop racing is becoming a very popular sport in the galaxy, with simulcast hyperspace beacons instantly relaying results to countless worlds. Racers that consistently win can expect to gain a loyal following of fans, along with a sizeable amount of money, although sponsors often claim a large percentage of any earnings. Taris remains the hub of the swoop racing circuit, despite a number of gangs and nefarious individuals that attempt to influence outcomes through intimidation.

Since swoop bikes lack the all of the subsystems that weigh down more comfortable or practical vehicles, it is relatively inexpensive to build one. Most are little more than a small cockpit mounted on as large a power source as can be found. The official circuit does have some size regulations to keep the field even, but they are mostly ignored. There is, however, a functional barrier on how powerful a repulsorlift engine can be before the energy output starts to do unpleasant things to the organic creature attempting to straddle it. As a result, most swoop bikes are similar in size, differing mainly in the application of shielding and the monitoring of energy flow.



Zones of Interest

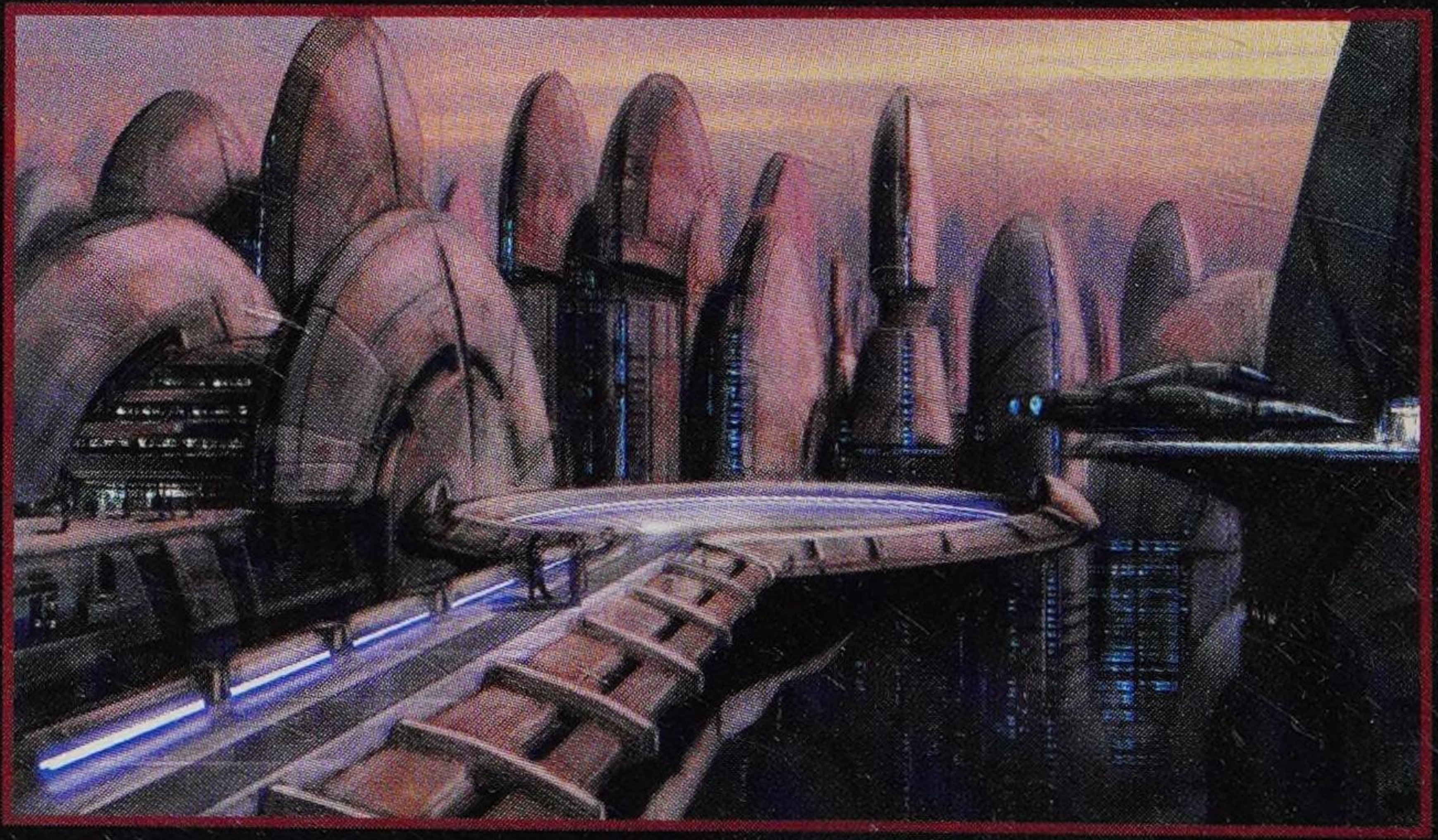
TARIS

System: Taris
Terrain: Urban
Species: Human
Language: Basic
Population: 6 billion
Imports: Food, raw resources
Exports: Tarisian ale

Located on the Outer Rim, in the very fringes of Republic space, the grandeur of the city-world of Taris was once said to rival the galactic capital of Coruscant itself. But the glory of ancient Taris has long since faded, and much of the once magnificent metropolis has fallen into ruin and disrepair.

The rich and powerful have segregated themselves in the Upper City, dwelling in the highest reaches of the towering skyscrapers that dominate the planet's landscape. Here the nobility surround themselves with the trappings of prosperity, oblivious to the suffering of those who are forced to dwell far below them.

Descending into the slums of the Lower City, the signs of urban decay become undeniable. Filth and refuse litter the streets, and burned out vehicles and shattered windows serve as stark reminders of the violent wars of the swoop gangs vying for control. Citizens of the Lower City—non-human aliens and those not born into the privileged classes of society—struggle to survive amid the permacrete wasteland, clinging to the small hope that they may one day escape their grim and violent surroundings.



But at least those in the Lower City have hope. For those banished beneath the planet's surface—the Outcasts—all hope is gone. Those driven into the dark and sunless world of the Undercity must band together in small villages in a wretched, never-ending struggle to survive. Starvation and disease claim many, and the Rakghouls—mutated, flesh-eating monsters who dwell in the sewers beneath Taris—claim even more.

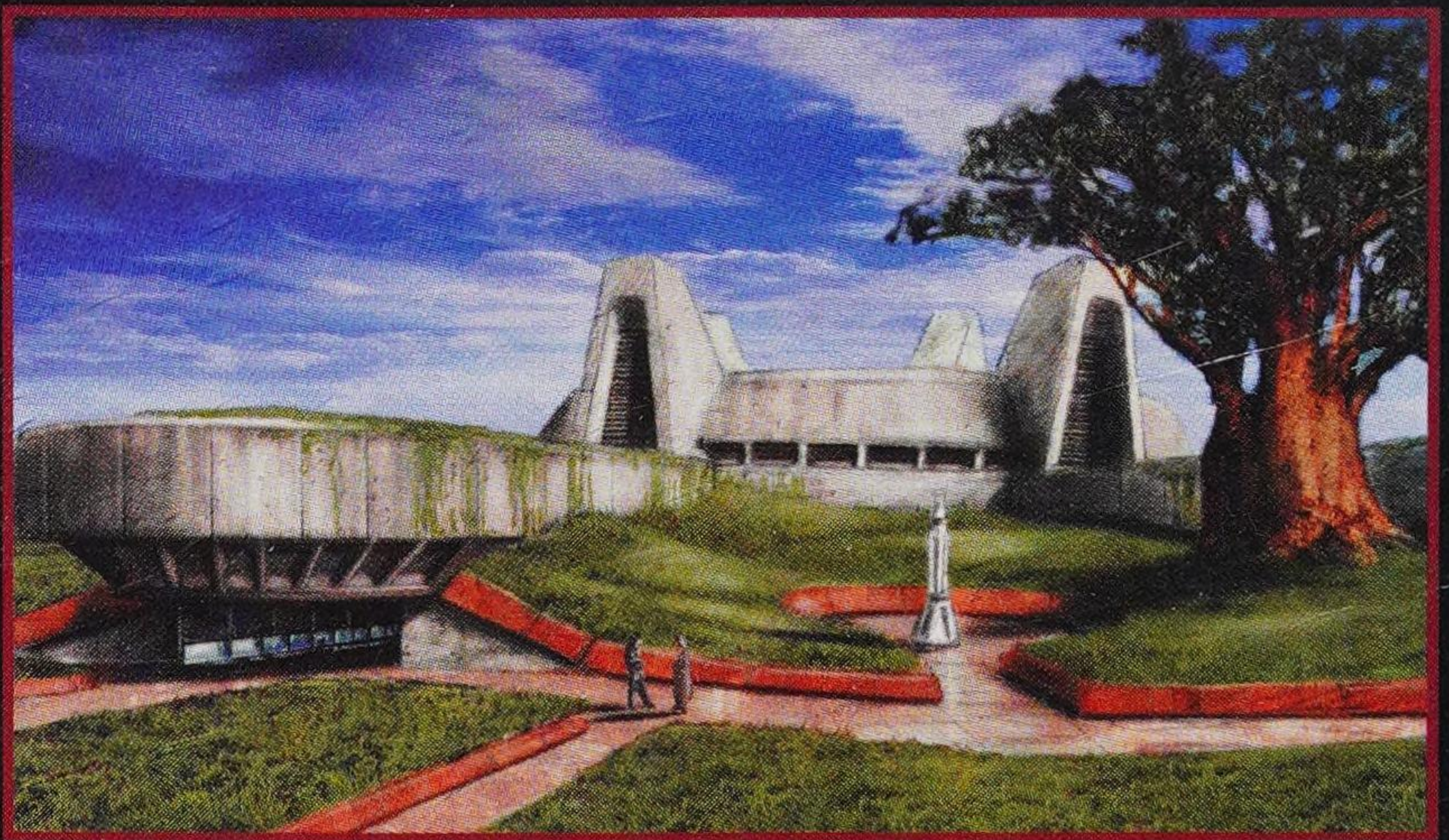
Above all this misery, the Upper City shines and the nobility live a life of wealth and comfort. But even they are vulnerable, for Taris is located far from the protection of the Galactic Core and the Republic fleet. And the Sith Armada has taken notice.

DANTOOINE

System: Dantooine
Terrain: Grasslands, steppes
Species: Human colonists
Language: Basic
Population: 2 million
Imports: Technology and luxury items
Exports: Foodstuffs

An olive, blue, and brown-colored world, Dantooine is far removed from the bustle of the galactic trade routes. Two moons float in the skies above while herds of livestock and simple balloonlike creatures roam empty steppes and savannas of lavender grasses. Separated by forests of spiky blba trees, colonists maintain individual family estates largely isolated from each other. Population density remains one of the lowest of the Republic settled worlds. A small spaceport handles new arrivals and an outpost of Aratech Corporation arranges most of the imports for local merchants.

The most notable feature of Dantooine is the Jedi academy, originally founded by Jedi Master Vodo-Siosk Baas. For generations now it has served to train promising Jedi Padawans, with several dozen students in attendance at any given time. The most infamous graduate, however, is that of Exar Kun, trained by Vodo-Siosk Baas himself. Exar Kun was a Jedi Apprentice who turned away from the light side to embrace the seductive power of ancient Sith magic. Forty years ago he began a war upon the Republic that had grave consequences, but through great effort and sacrifice on the part of the Jedi he was defeated. The legacy of his taint is slowly passing away in the wake of the Mandalorian Wars and the coming of a new Sith threat.



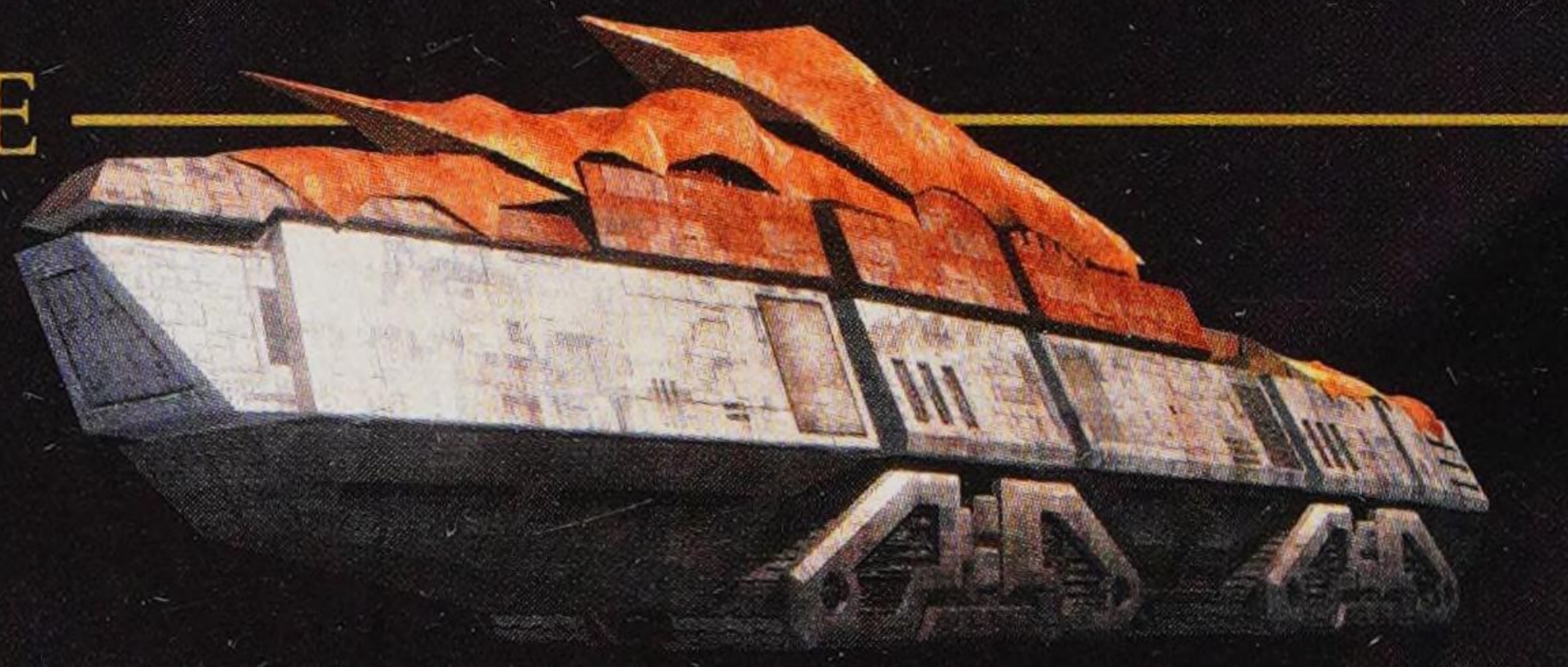
For the most part, life on Dantooine is sedate, with the presence of the Jedi Academy granting a level of security unsurpassed anywhere else in the galaxy. The separate families go about their business independent of each other, and very little industrial development has taken place, leaving the landscape untouched. A number of ruins have been unearthed far from the settlements and some of the colonists have made it their goal to study them, but no official resources have been devoted to pinpointing their origins. Off-world concerns have distracted such introspection, and Dantooine remains an unspoiled world for now.

TATOOINE

System: Tatoo
Terrain: Desert
Species: Various settlers, Jawas, Sand People
Language: Basic, Jawa
Population: 5,000 to 10,000 settlers, unknown indigenous
Imports: Mining/light industrial equipment
Exports: Tatooine ore

Tatooine is a very old world. The surface is comprised of near-endless dune seas, interrupted only by rock-walled canyons carved by oceans so long departed that no memory of the planet living or recorded can say when they disappeared. There are two sentient species native to Tatooine: Sand People and Jawas. The more dominant of the two, the Sand People, is a race of nomadic warrior tribes that have rejected any attempt at trade or even communication, possessing a single-minded hostility toward any and all outsiders. The Jawas, by contrast, are diminutive scavengers that are more interested in trade than combat. Their language is painfully hard to understand, however, and their culture remains enigmatic.

Tatooine has not been properly documented by the Republic because it has yet to be officially deemed viable for colonization, or even declared habitable. This has not stopped various private companies from expressing an interest in the world—orbital scans reveal substantial subterranean ore deposits—but such activity is often made away from public record. The outpost of Anchorhead, run by Czerka Corporation, is the only settlement currently inhabited, and it appears to be slowly dying. Officers are tightlipped about why the operation is failing, but rumor is beginning to circulate that Tatooine ore is substandard in some way. The company has denied this, but the strength of that denial has given the rumors credibility.



It is likely that Czerka Corporation will eventually abandon its stake in Tatooine, but for now, five to ten thousand settlers attempt to make a living on the surface and beneath. Moisture vaporators could allow independent colonies to survive, but nothing outside of Anchorhead lasts for long. People rarely travel without armed escort, and not just because of Sand People attacks. The tracks of huge desert predators have also been found near decimated bantha herds, and many people that go exploring simply don't return. A resident Hutt has funded a small swoop track, but the planet must be dangerous indeed for that to be considered safe entertainment. There is little of interest on Tatooine for the casual traveler. That may change if local hyperspace routes prove useful, but for now, it is an inhospitable place best avoided.

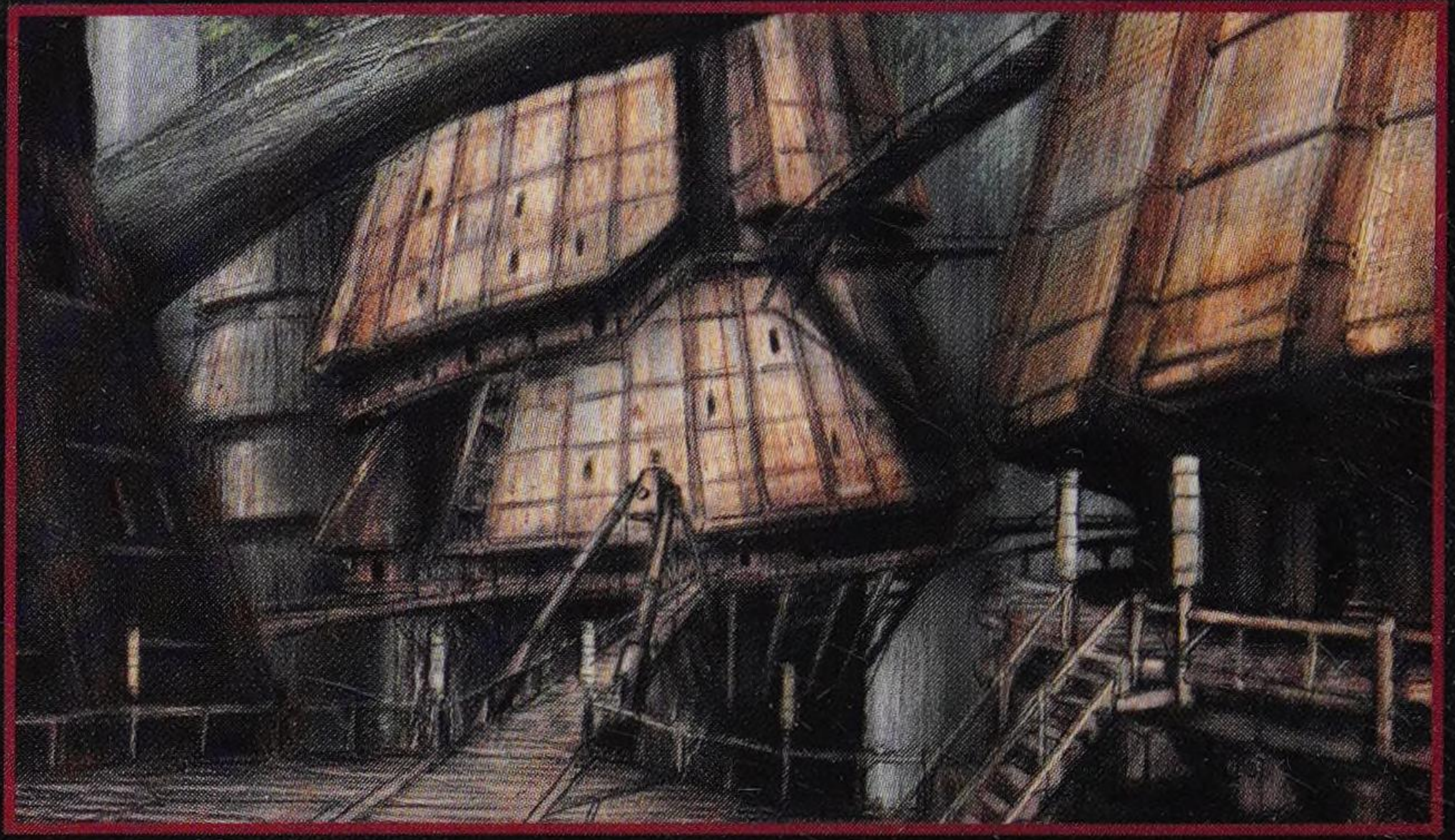
KASHYYYK

System: Kashyyyk
Terrain: Wroshyr forest
Species: Wookiees
Language: Shyriiwook
Population: 6 million
Imports: Limited technology
Exports: Wookiees, organic goods
Legal Differences: The life debt, a bond of honor sworn in response to great deeds or sacrifice

On Kashyyyk, the forests have unquestioned dominance. Ancient trees rise kilometers into the air, and it is possible to live a long life on the upper boughs never once having seen the forest floor. Most inhabitants count this as a blessing, as the further you descend, the more deadly the environment becomes. Terrible creatures lurk in that chaotic realm, and even with the aid of advanced technology it is difficult to survive for any length of time. Only the bravest of hunters dare to descend, and only the luckiest of those return.

It is a savage world, but it is also home to the fierce and loyal Wookiee species. They have a long-established system of tribal villages in the forest canopy, building among the highest branches. Direct confrontation between separate communities is rare, with dominance and stature traditionally decided by ritual hunts. The practice is in decline, however, as recent events have seen outside forces become more of a threat. Already surrounded by a plethora of natural enemies, the added complication of off-world interference has been very disruptive to Wookiee society.

The village of Rwookrrorro is the most important among the Wookiee tribes, and is currently led by the black-furred Chuundar (CHOON-dar).



Unlike his predecessors, he seems bent on expanding the reach of his power through whatever means he can exploit. Regarded suspiciously by his people, he has abandoned many of their traditional ways, and seems less concerned with what most Wookiees value above all else: honor. He remains unchallenged by carefully manipulating the fears of his people.

Despite the untamed nature that encases Kashyyyk, Chuundar's actions have allowed outside interests to gain a foothold. The near-limitless Czerka Corporation has established a series of small spaceports under the guise of searching the forests for unique resources. Such expeditions would normally be tremendously expensive, but the company has found a brutally efficient cost-saving measure: slave labor. This foul trade has begun in earnest, with some local inhabitants all too willing to assist.

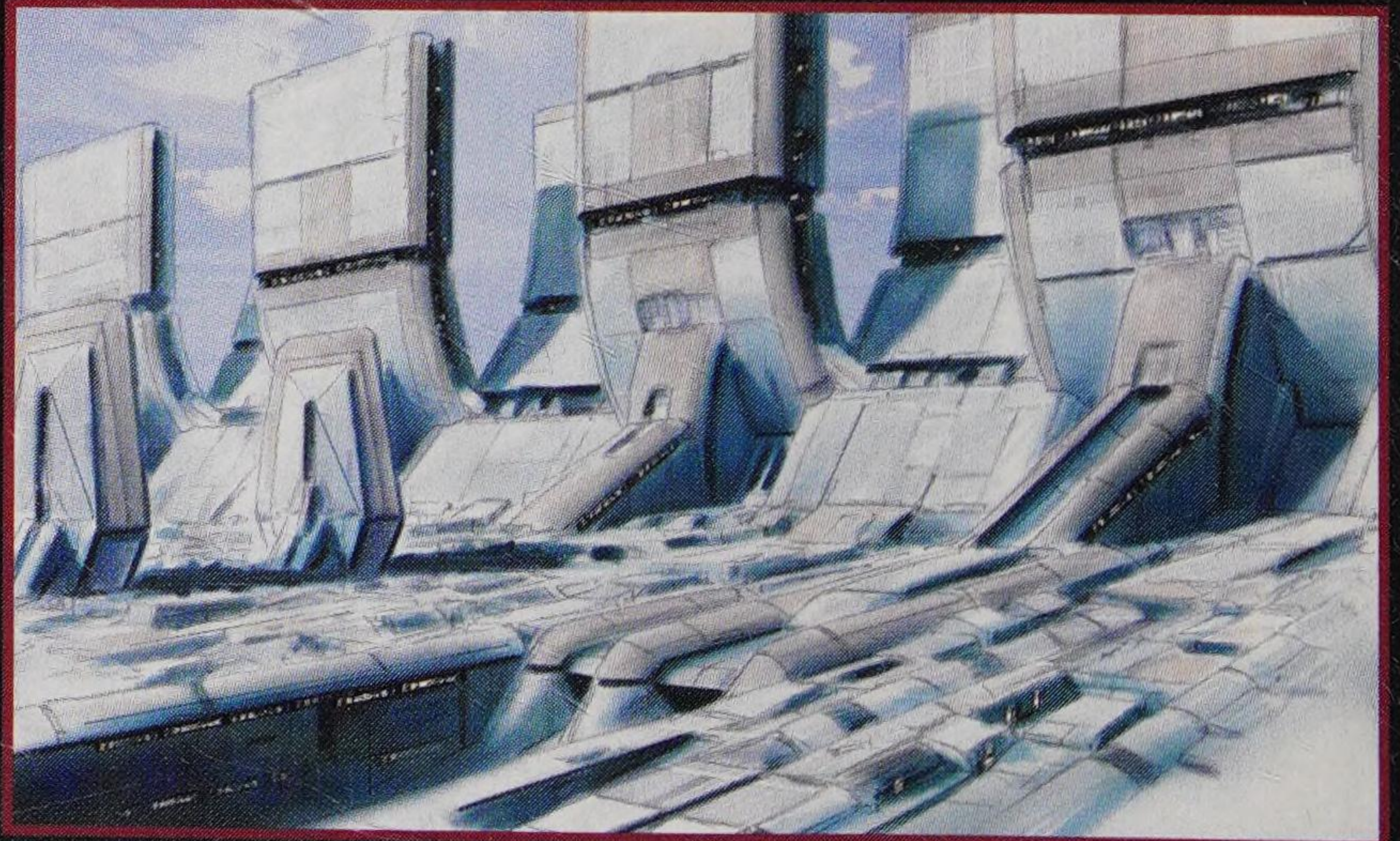
MANAAN

System: Pyrshak
Terrain: Ocean
Species: Selkath
Language: Selkatha
Population: 500,000 Selkath (estimated); 2,000 off-worlders
Imports: Food, technology, weapons
Exports: Kolto

A small planet in an insignificant system, Manaan's most remarkable feature is the calm azure ocean that completely covers its surface. To accommodate off-world visitors, the amphibious Selkath have constructed Ahto City, a bustling spaceport floating on the endless ocean's waves.

Manaan is known throughout the galaxy for one thing: being the sole producer of kolto, a powerful healing agent harvested from the ocean surface. This one export is so valuable it has made the tiny world into one of the most influential independent planets in the galaxy. Highly prized even in times of peace, the value of kolto increases exponentially during times of war. Many a battle has been won or lost due to the size of an army's kolto reserves.

The Selkath understand the importance of kolto to their world, and they maintain strict control over its production and export. This has allowed them to retain their independence even during the current Republic–Sith War, and has given rise to an attitude of arrogant superiority among the Selkath themselves.

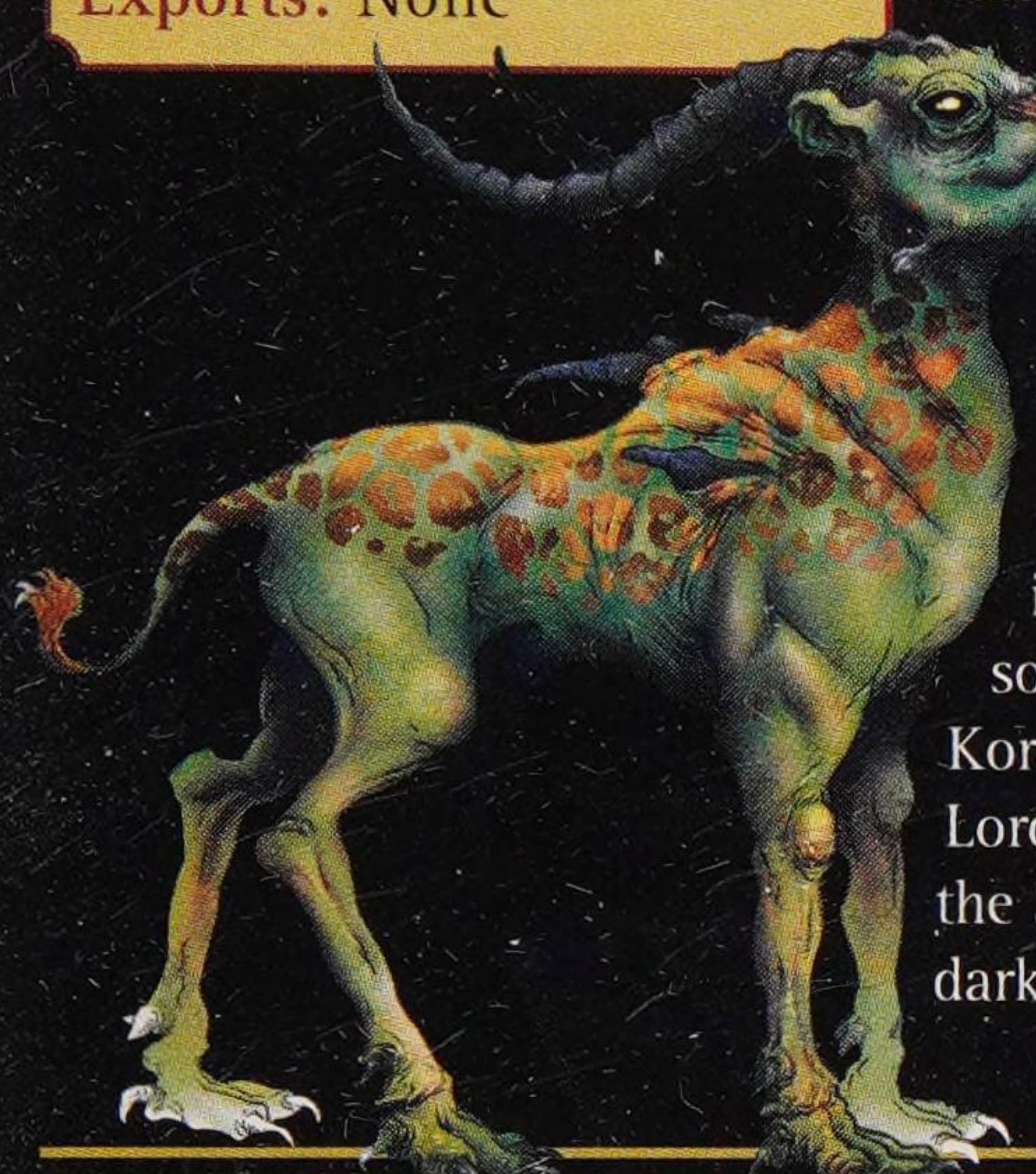


Officially, the government of Manaan has adopted a policy of neutrality in the ongoing conflict. As part of their neutral stance, the Selkath have allowed both the Sith and the Republic to establish embassies on Ahto City. The two rivals keep a close eye on each other, and the Selkath are careful to keep an even balance in the amount of kolto exported to each side. The uneasy truce is maintained only by Selkath law, which calls for harsh penalties against anyone who breaks the peace including sanctions on kolto exports.

But there are those that feel Manaan's precarious position between the two super-powers is doomed to end in bloodshed. For as the conflict between the Sith and the Republic intensifies, it is only a matter of time until their mutual hatred erupts and Ahto City is drowned beneath a tidal wave of violence.

KORRIBAN

System: Horuset
Terrain: Canyons, desert
Species: Human
Language: Basic
Population: 25,000
Imports: Food, technology, weapons
Exports: None



The unwary traveler arriving at the tiny spaceport of Dreshdae will only find a barren, forgotten backwater community of temporary settlements and crudely constructed shelters. Perhaps as the competent local mechanic services your ship, you might begin to sense that there is something else here, something festering. Soon you may start to hear things such as harsh voices slowly drifting through the thick air. Your heart will begin to beat faster, and your skin will begin to itch under your collar with the urge to climb back into your ship and leave this soulless place behind forever. Korriban is a graveyard of Sith Lords and a former power base of the Sith order. This is the cradle of darkness.

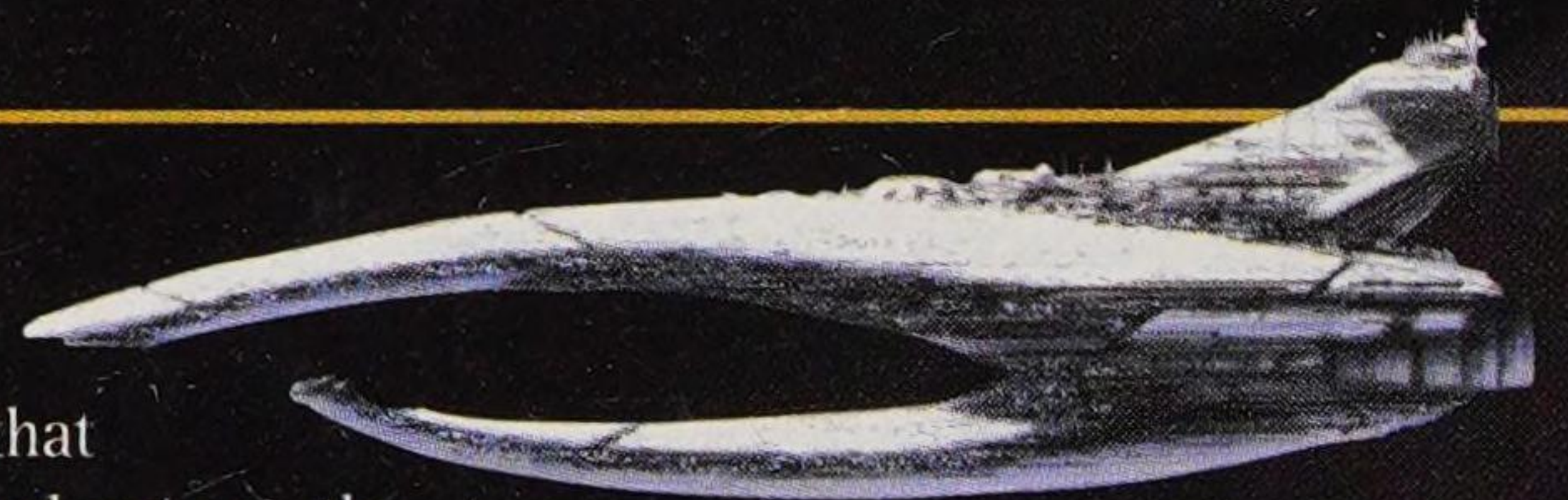
The spaceport is under the roof of the Czerka Corporation stronghold, the very center of power for the giant corporation run by President Pollard Seario. The city itself owes its existence to the power created by Czerka's generators. Perhaps Pollard seeks solace from his uncountable holdings in the vast emptiness of this world; perhaps he dreams of shadowy promises that ooze from the tombs of long-dead Sith Lords.

Within Dreshdae is the Sith monastery—still teeming with those who would wish to join the Sith order. Its ominous halls resonate with the cries of anguish from those who are undeserving of the order's dark power. Their stay within its merciless walls is short, brutal, and forgotten.

For the very few who survive the Sith training and wish to complete their final rite of passage into the cold embrace of the Sith, they must face the Valley of the Dark Lords. Hundreds of ancient Sith sorcerers wait within the mausoleums. They lie in their dusty beds waiting to devour the weak and unworthy. The Valley seethes with the foul energy of a thousand restless spirits murmuring of sinister glories.

LEVIATHAN

Type: *Interdictor*-class Cruiser
Designer/Manufacturer: Sienar Fleet Systems
Combat Designation: Hyperspace Interdiction Cruiser
Length: 600 meters
Crew: 2,784
Weapons:
20 Quad Laser Cannons
4 Gravity Well Projectors
1 Tractor Beam (exclusive to improved *Interdictor*)
2 Ion Cannons (exclusive to improved *Interdictor*)
4 Turbolaser Batteries (exclusive to improved *Interdictor*)
Fighter Capacity: Two Squadrons
Other Ships: Two Shuttles



Interdictor-class ships are equipped with four gravity-well generators that simulate large planet-sized masses, the purpose of which is to draw craft out of hyperspace or prevent ships from engaging hyperdrive and fleeing a battle. This secret technology is particularly useful for trapping and catching pirates and smugglers, and for holding a smaller enemy fleet in space so it cannot avoid destruction. The gravity-well generators are housed in four bubble-shaped protrusions, a pair located on the upper hull of the *Interdictor* and the second pair located on the bottom hull. Creating *Interdictors* is financially tedious, so *Interdictors* will not be found accompanying every Sith fleet. Typically an *Interdictor* will be employed patrolling known smuggling routes to catch smugglers and maintain peace and order in a sector. With twenty turbolaser cannons and two squadrons of Sith Fighters, the *Interdictor*, which is slightly smaller than an Imperial Star Destroyer, is capable of defending itself from enemy fighters and small cruisers. The specific *Interdictor*-class craft known as the *Leviathan* is said to be active in this sector, and captained by a one-time colleague of Carth's—Saul Karath.

THE UNKNOWN WORLD

System: Unknown
Terrain: Unknown
Species: Unknown
Language: Unknown
Population: Unknown
Imports: Unknown
Exports: Unknown

The Unknown world is the ancestral home of the Rakata, the ancient builder race responsible for creating the star maps and the star forge. The planet is a technological graveyard, the once great civilization now in ruins after countless millennia of civil war. The native Rakatans have devolved into a primitive, tribal people divided into two factions—the Red and Black tribes. No more or less is known about this well-shrouded planet, or indeed, if it exists at all, except in the minds of those ancient enough to remember it, and in the galactic records offices both far and wide.

Training

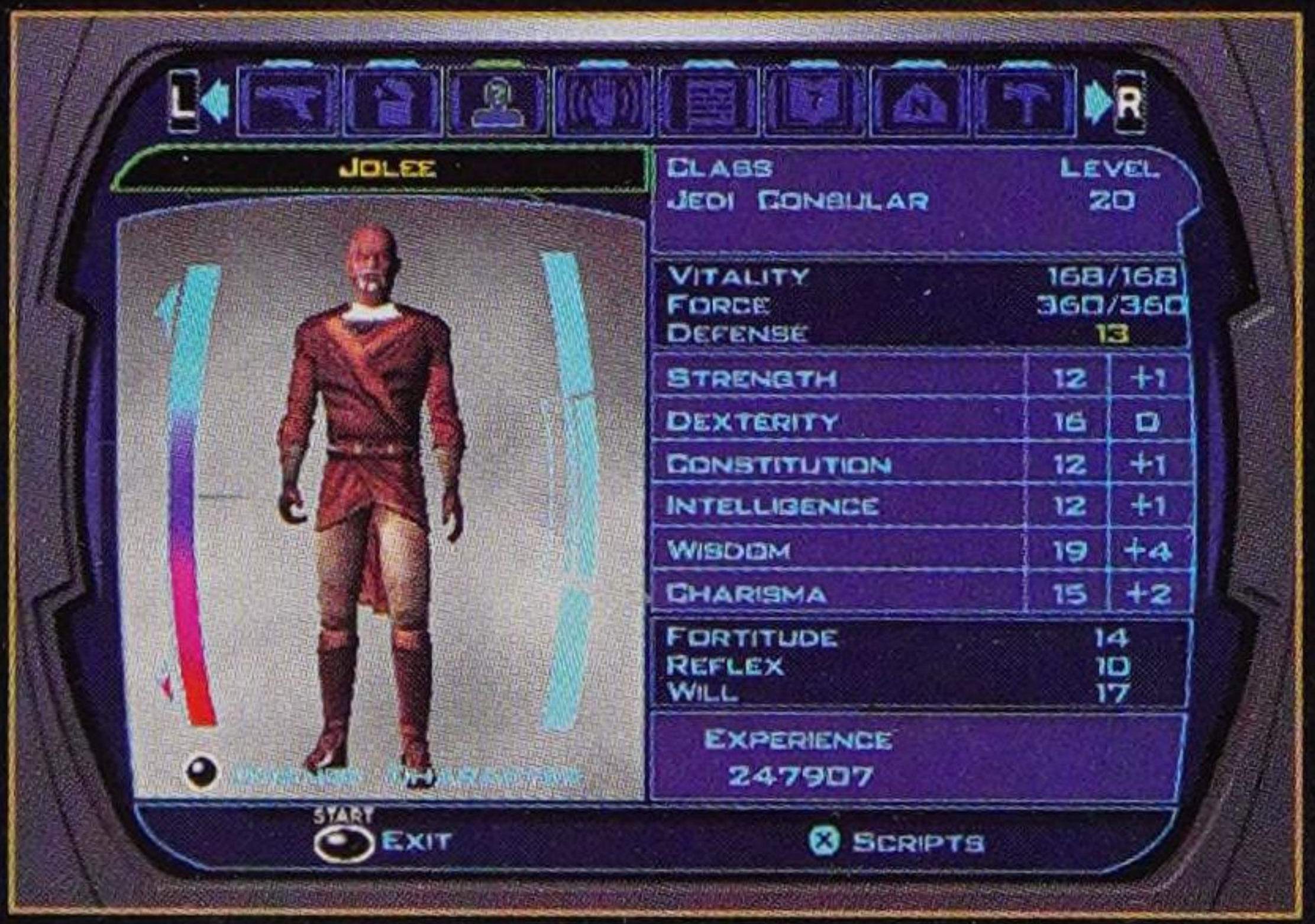
Overview

This section is filled with basic strategies and useful information regarding every aspect of the game. Combat tactics, the number of experience points needed to advance from one level to another, the differences between the various character classes, the most important Jedi powers, and many more tidbits can be found here.

Level Advancement

The game offers 20 experience levels; the higher the level, the more powerful the character. Your own character starts at Level 1, and many of the characters you encounter during the game start at an even higher level (but none higher than 6). Once a character has reached Level 20, he doesn't advance any further, although he continues to collect experience points.

When you earn experience points in combat, every character in your party receives those points. Characters on the *Ebon Hawk* also share in the experience, but even so, it is wise to keep taking different characters on your adventures—unless you prefer the stability of a character you know well and have already equipped with several key items.


JOLEE

CLASS
JEDI CONSULAR

LEVEL
20

VITALITY 168/168
FORCE 360/360
DEFENSE 13

STRENGTH	12	+1
DEXTERITY	16	0
CONSTITUTION	12	+1
INTELLIGENCE	12	+1
WISDOM	19	+4
CHARISMA	15	+2

FORTITUDE 14
REFLEX 10
WILL 17

EXPERIENCE
247907

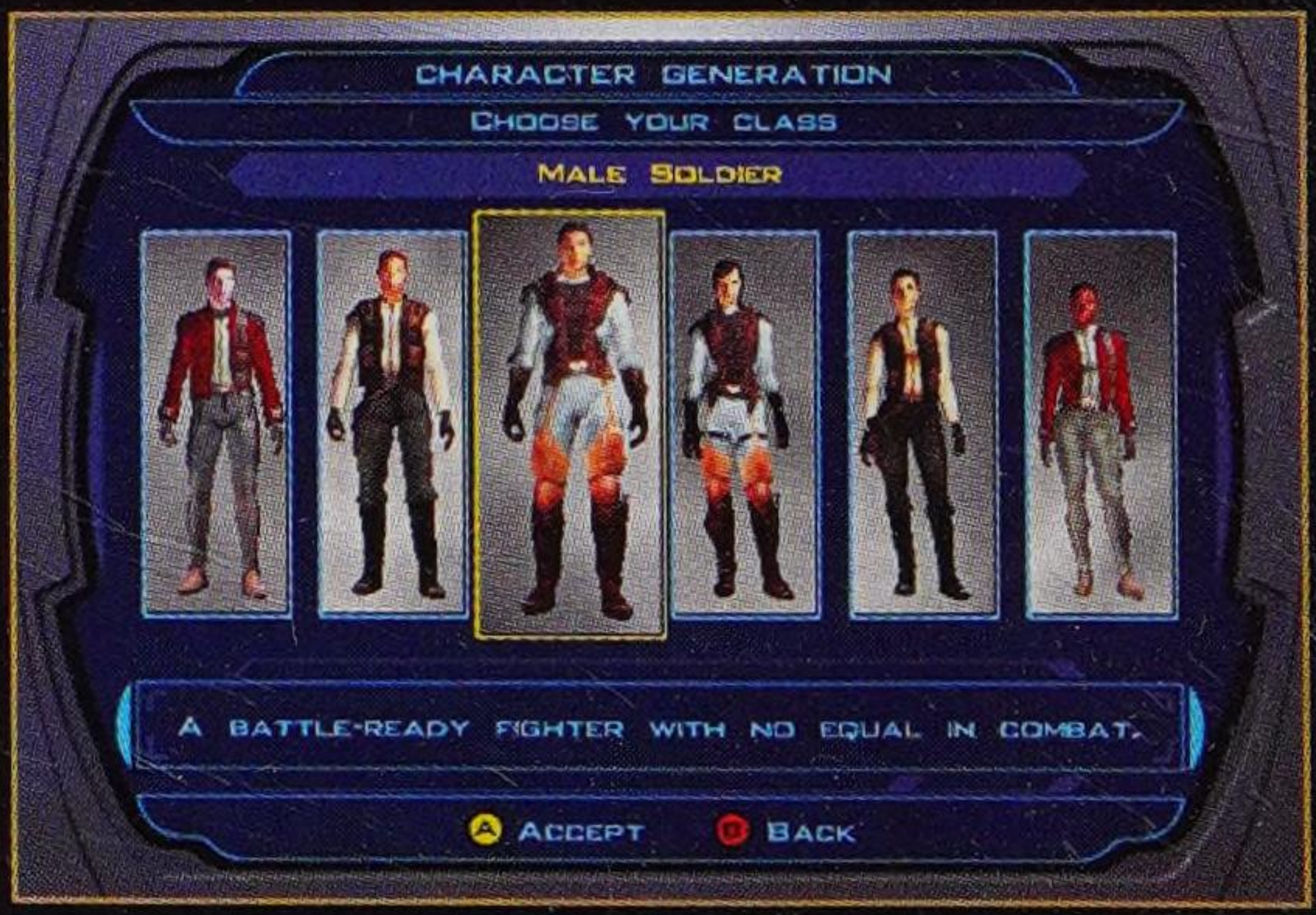
Because you level up only a limited number of times, it's important to carefully apply the points you earn toward skills, feats, and Force powers, because you have only a handful of opportunities to use them. If you're allowing the game to automatically assign your attribute points, you don't have any worries. If you're dishing out the points yourself, you very quickly need to determine which skills, feats, and Force powers to concentrate upon.

Level	Experience
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000
17	136,000
18	153,000
19	171,000
20	190,000

Character Classes

At the start, you choose one of three classes for your character. The class you choose largely dictates how you play through the adventure, so it's important to make the correct choice at the start.

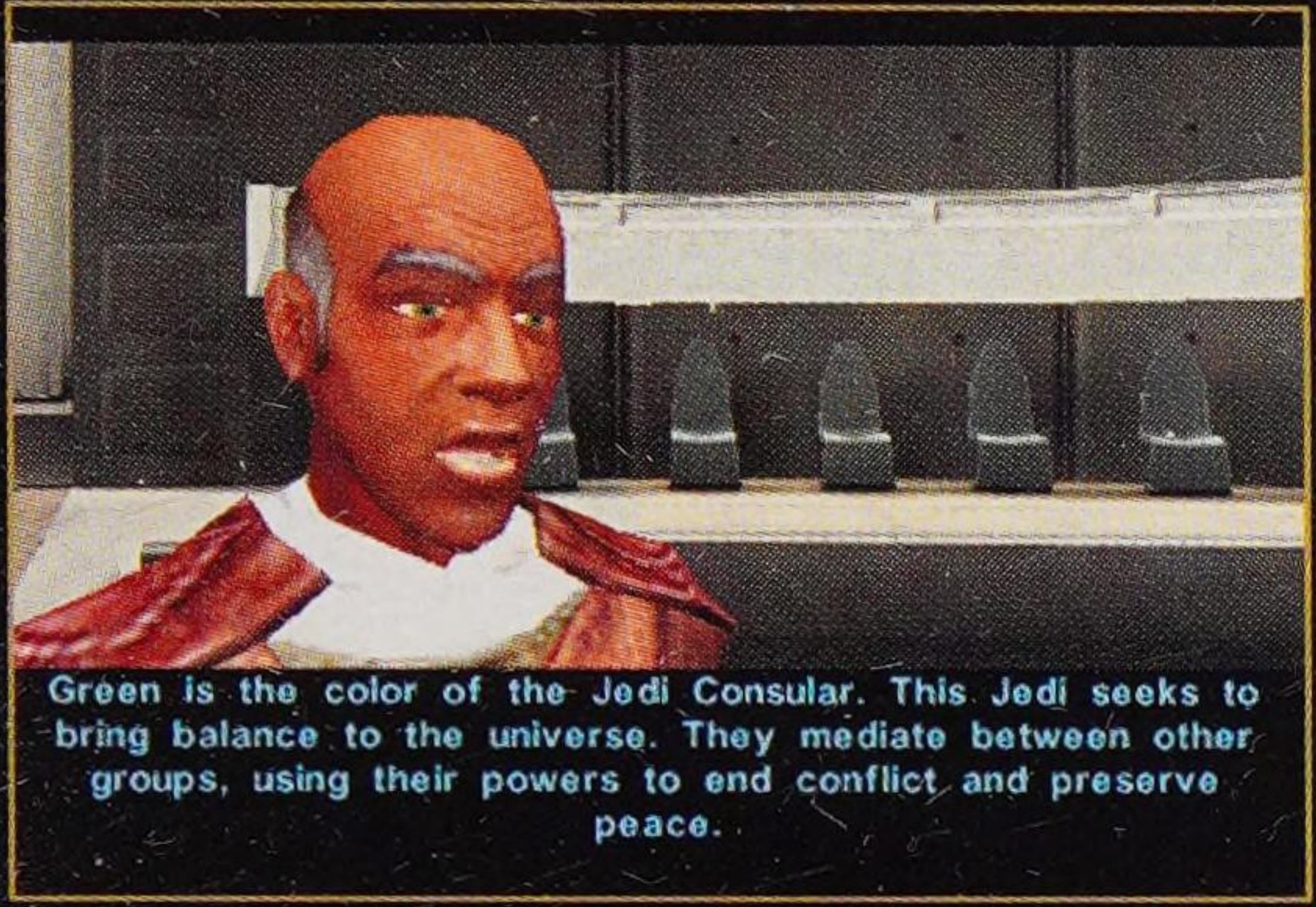
If you're new to the role-playing genre, or you don't want to worry about careful maintenance of your statistics, or you don't want to worry about combat tactics, choose the soldier, who excels at melee combat and is very easy to use. There's no subtlety with the soldier; you just wade into combat and start hacking away. If you know you're going to be a soldier, invest your early attribute points in melee skills, such as the melee flurry or the individual weapon focuses.


CHARACTER GENERATION
CHOOSE YOUR CLASS
MALE SOLDIER

A BATTLE-READY FIGHTER WITH NO EQUAL IN COMBAT.

The scout falls in between the combat-heavy soldier and the combat-light scoundrel, making her best at medium-range fighting. She can take a few solid hits, but not as many as the sturdy soldier. The scout has one distinct advantage in that she automatically receives implant feats, which the other classes must purchase.

The scoundrel is physically weak and much more reliant upon skills than the other classes, because he's not useful in melee or ranged combat. The scoundrel's health needs to be monitored very closely in battle, because one powerful strike can leave him mortally wounded. The scoundrel receives many skills (not feats), and also receives a "sneak-attack" ability. If a scoundrel strikes a character from behind, or without being seen, the attack does extra damage. The scoundrel is essentially a character for expert players.

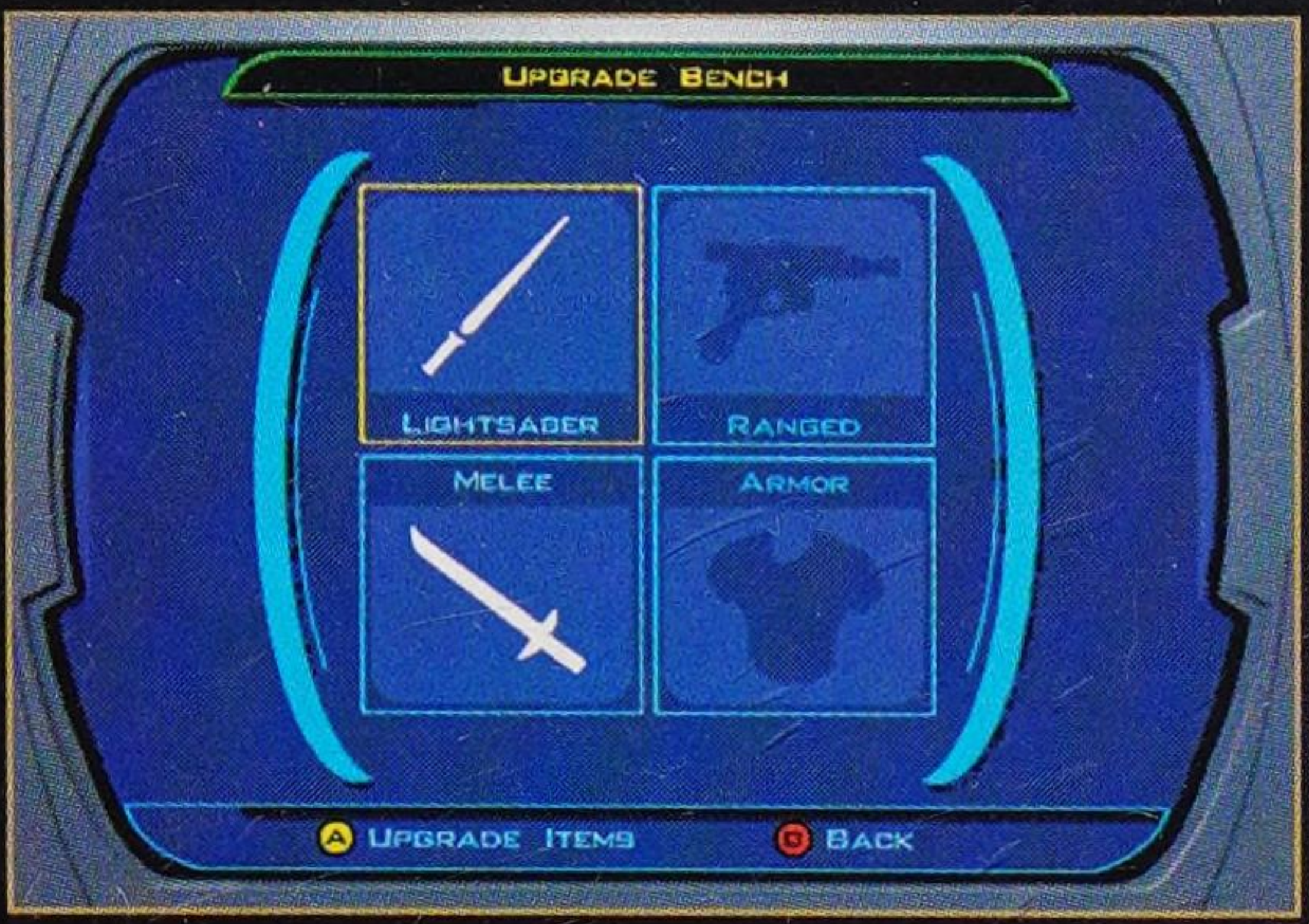

Green is the color of the Jedi Consular. This Jedi seeks to bring balance to the universe. They mediate between other groups, using their powers to end conflict and preserve peace.

If and when your character is given the opportunity to become a Jedi, he or she's allowed to choose from three Jedi classes: guardian, sentinel, and consular. These classes are roughly equivalent to the soldier, scout, and scoundrel: soldier = guardian, scout = sentinel, and scoundrel = consular. You can, of course, choose any Jedi class you want, but if you go from one type of class to another, it will adversely affect your character, because the stats you built up aren't as crucial to the new Jedi class you've chosen. If you have high intelligence and charisma, for example, don't become a guardian—become a consular and get the most out of your stats.

Unless you're unfamiliar with the rules of character development and don't care to learn them, always manually distribute your attribute points.

Item and Lightsaber Upgrades

Upgrade items whenever possible. Upgradeable melee weapons have three upgrade slots, ranged weapons have four slots, and armor has two slots. Try to have one of every upgrade, to allow you to mix and match them for each combat situation.



Lightsabers have three upgrade slots: one color crystal and two power crystals. (Only the Jedi classes can equip lightsabers.) Here are some beneficial crystal combinations to try:

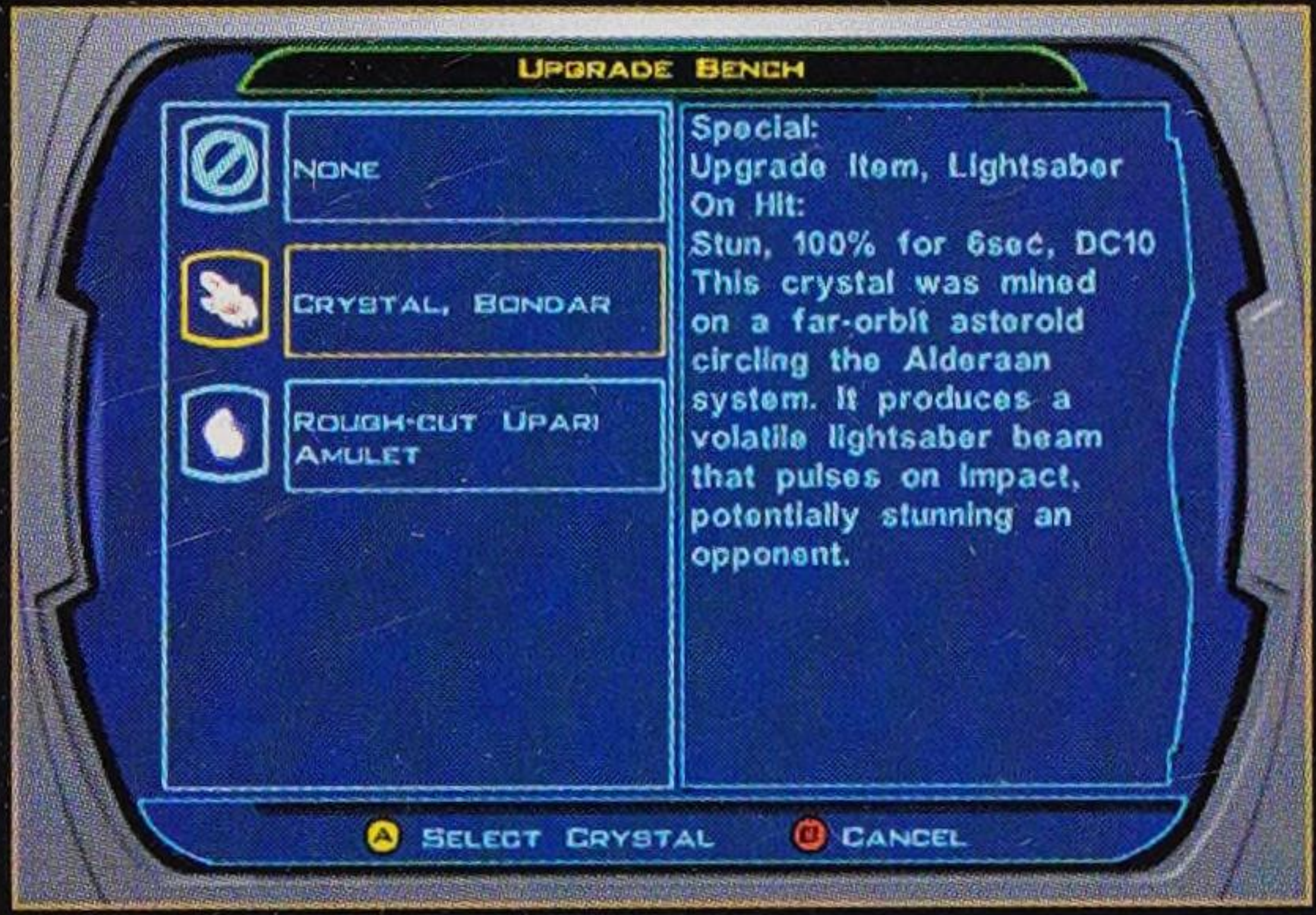
bondar with damind, upari, krayt pearl, or solari

nextor with opila

luxum and firkrann (against droids)

phond and sigil

sapith and upari



Special:
Upgrade Item, Lightsaber
On Hit:
Stun, 100% for 6sec, DC10
This crystal was mined on a far-orbit asteroid circling the Alderaan system. It produces a volatile lightsaber beam that pulses on impact, potentially stunning an opponent.

Force Powers

Commander
34
XP 50
Dialog

A fully powered-up Jedi. A force of unstoppable power!

Force powers are for Jedi party members only (including your player character); follow through each power's path before starting a second power. When each new Jedi party member arrives, check their powers and increase them before you attempt new ones. Different Jedi classes have preferred access to different powers, but every ability can be employed. The only difference is that light side Jedi use more Force points casting dark side powers, and vice versa (for example, Force lightning costs much more to cast if you are a light side Jedi). You are unable to cast the majority of these powers if you are wearing armor (although there are some exceptions).

Wearing armor greatly restricts the range of Force powers available to a Jedi, so avoid Force powers marked "restricted by armor" if you plan on wearing anything heavier than Jedi robes. Create a Jedi team including a support Jedi (with ranged abilities, like Jolee), an offensively devastating close-quarter machine (like Juhani), and your character. Split up the powers among your Jedi so you have the widest range of powers available. However, make sure all Jedi have cure. Force points recover slowly in combat, but fast when standing or not fighting. If you're low on Force points, wait out of sight in a corner to avoid combat, then start the action with full force.

Cure, Heal

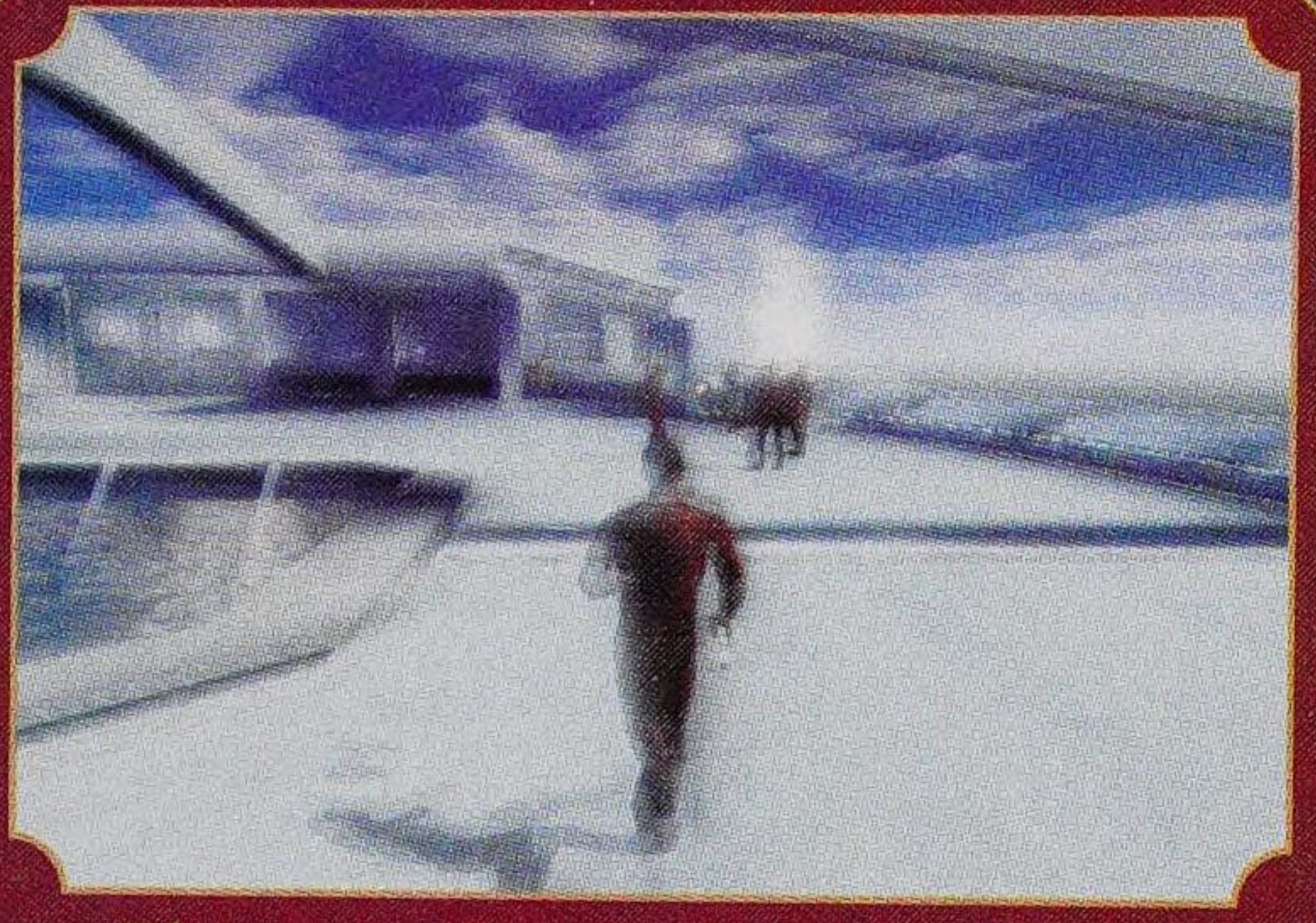
Light Side Power

Every Jedi should have at least cure, and possibly heal because it also cures poison. However, if your player character is moving to the dark side, ignore this power—you'll be more concerned with smiting everything in your path. This is a fine ability to have if you are stranded away from other party members. When you have characters with this power, sell those medpacs!

Force Aura, Shield, Armor

Light Side Power

A good power for Jedi who can't wear armor. Jedi should ascend to the Force armor power, except Juhani. Bastila and Jolee should try this power. This is useful when going into combat, although it isn't worth the expenditure if you're dark side–take the hit. Excellent to cast before combat or during a long drawn-out fight.



Clear previously explored areas with ease, and add bonuses in fights!

Burst of Speed, Knight Speed, Master Speed

Universal Power

This is a great power for any Jedi type, as it isn't restricted by type. However, you cannot cast this in armor. This power allows you to run quickly (thus covering previously explored areas with ease) and also adds to defense and attacks at higher levels (Knight +1, Master +2). At Master level, your two extra attacks are akin to having an extra character! Any Jedi (except those wearing armor) should utilize it. Excellent to cast before combat or during a long drawn-out fight.

Force Valor, Knight, Master

Light Side Power

Less useful to those of the dark side but still gives a major benefit, increasing all attributes and saving throws. To the light side Jedi, the benefits are incredible and the effects are felt through the party. Knight and Master levels give the party poison immunity, while Master adds +5 to main attributes. This is the key power for any light side Jedi. Excellent to cast before combat or during a long drawn-out fight.

Force Resistance, Immunity

Universal Power

Don't use this until you start fighting Dark Jedi later in your adventure. For Jedi without armor, this is another useful way of defending themselves. Because you can't cast this with armor, give this to Bastila and Jolee. This power has its uses against Jedi foes only.

Energy Resistance, Improved

Universal Power

This works in the same way as Force resistance, but absorbs sonic, fire, cold, and electrical damage. It is useful against droids with flamethrowers or Dark Jedi attacking with lightning. Those Jedi with a poor defense rating (such as Jolee's DEX) benefit the most from this.

Affect, Dominate Mind

Universal Power

Only available to the player character, this allows you to disrupt the thought patterns of those you are conversing with and allows for new dialog options. Don't use this if you are fighting your way through the game instead of employing diplomacy. However, this power provides shortcuts and opportunities to increase rewards for some quests. More essential for a dark side player, as you can be more menacing without resorting to violence.

Stun, Stasis, Stasis Field

Light Side Power

These powers render one or more enemies helpless, and can change the tide of battle by allowing your party to take on one opponent without fear of attack by his comrades. Stasis field affects enemies standing near your target, allowing you to incapacitate several foes in one round; but cannot be cast while wearing armor. Dark Side characters can acheive the same effect at a lower force point cost with Fear, Horror, and Insanity. None of these powers affect droids.

Stun Droid, Disable, Destroy

Light Side Power

At least one of the Jedi in your party should be able to cast powers from this line. They not only render droids temporarily immobile, they also (once Disable and Destroy have been obtained) inflict damage. These powers are also available while wearing armor.

COMBAT MODE engaged to disengage
DARK JEDI
ATTACK

You have failed me for the last time!

Wound, Choke, Kill

Dark Side Power

Dark side Jedi should ignore stun power and go for wound, choke or kill. These are useful because this offensive attack stuns and damages the opponent. It can only affect one person at a time. When you master the kill path, you will defeat any opponents you succeed in attacking if their health is at half level or less, allowing you (for example) to strike down a foe to half health with regular combat, then allow your Jedi to finish them. Make sure Jolee and your player character has this. You can cast this with armor, making it the most useful offensive power.

Slow, Affliction, Plague

Dark Side Power

This is a useful power for a single Jedi to use in your party (but not the Jedi who is utilizing stun). Used to create a less-dangerous enemy, it drops your foe's attributes and poisons them at higher levels. The enemy is weakened but still fighting at greatly reduced effectiveness. Don't give this to light side Jedi; give them stun instead. While Slow and Afflict are available to armored Jedi, Plague is not, so don't advance the power to third level if you're planning on wearing more than Jedi robes.

DARK JEDI
ATTACK

Real dark side Jedi make sure their victims quake with fear before dispatching them.

Fear, Horror, Insanity

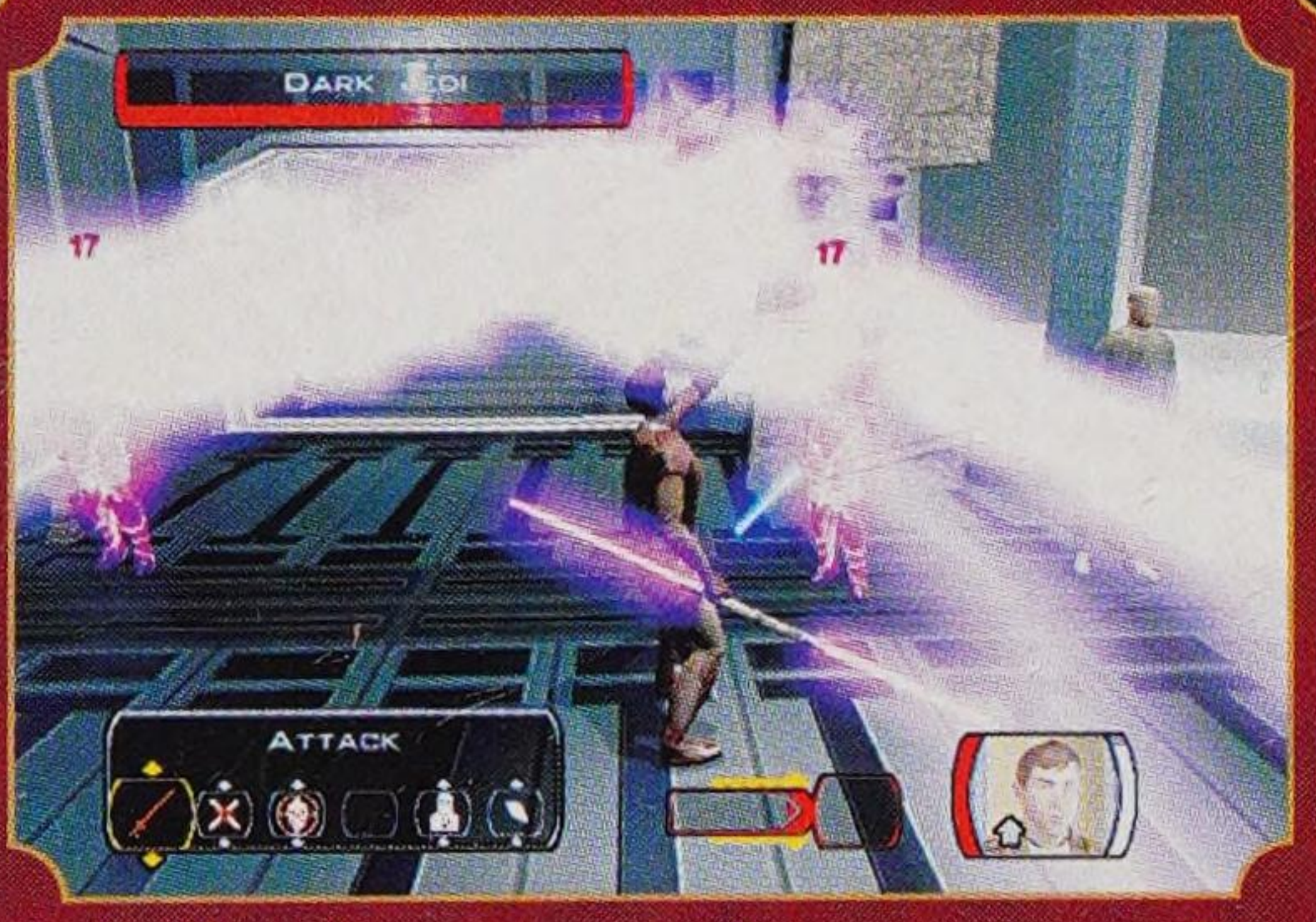
Dark Side Power

This is yet another way of weakening, but not damaging a foe. When enemies cower in fear, they act as if they are stunned. This isn't essential, and only one Jedi in your party (ideally, the player character) should use this. Employ this to slow an enemy and have your non-Jedi party finish them. Similar to stun but for dark side Jedi only.

Shock, Force Lightning, Force Storm

Dark Side Power

This is a favorite among Jedi Masters. It is straightforward and dispatches enemies without laying a finger on them. At second and third levels, it damages groups of creatures at once, regardless of type. Use this as a sure-fire tactic to success. Jolee and your dark side character should try this. You cannot cast it in armor, so employ it with Jedi who stand at the rear with ranged power attacks. Force storm is the most powerful Jedi attack in the game.



Only the most deviant and dangerous Jedi can cast this awesome Force storm!

Force Push, Whirlwind, and Wave

Universal Power

Like shock, this is another very effective set of powers; any alignment can use it and it can be cast with armor on. The great advantage of this attack is that it inflicts damage, incapacitates briefly, and hits multiple enemies. One or more Jedi should employ this. For those that follow the light side, this is a must. However, even dark side Jedi should employ this.

Drain Life, Death Field

Dark Side Power

This is a preferred power; it damages your foes and heals you. This is popular with Dark Jedi. A good alternative to Force lightning, use this when you're low on health and confronted by enemies. Death field turns the tables on a weakened character and a healthy foe. Give this to a dark side player character, and possibly Jolee.

Force Suppression, Breach

Universal Power

Not essential powers, but useful if you're up against difficult Dark Jedi. These give you Force-based bonuses. Only one character can perfect them, and the armor restriction is a bind because it merely removes an enemy's Force valor or Master speed powers. Possibly give this to Bastila.

DARK JEDI
ATTACK

Looks impressive, but there are more powerful powers to learn.

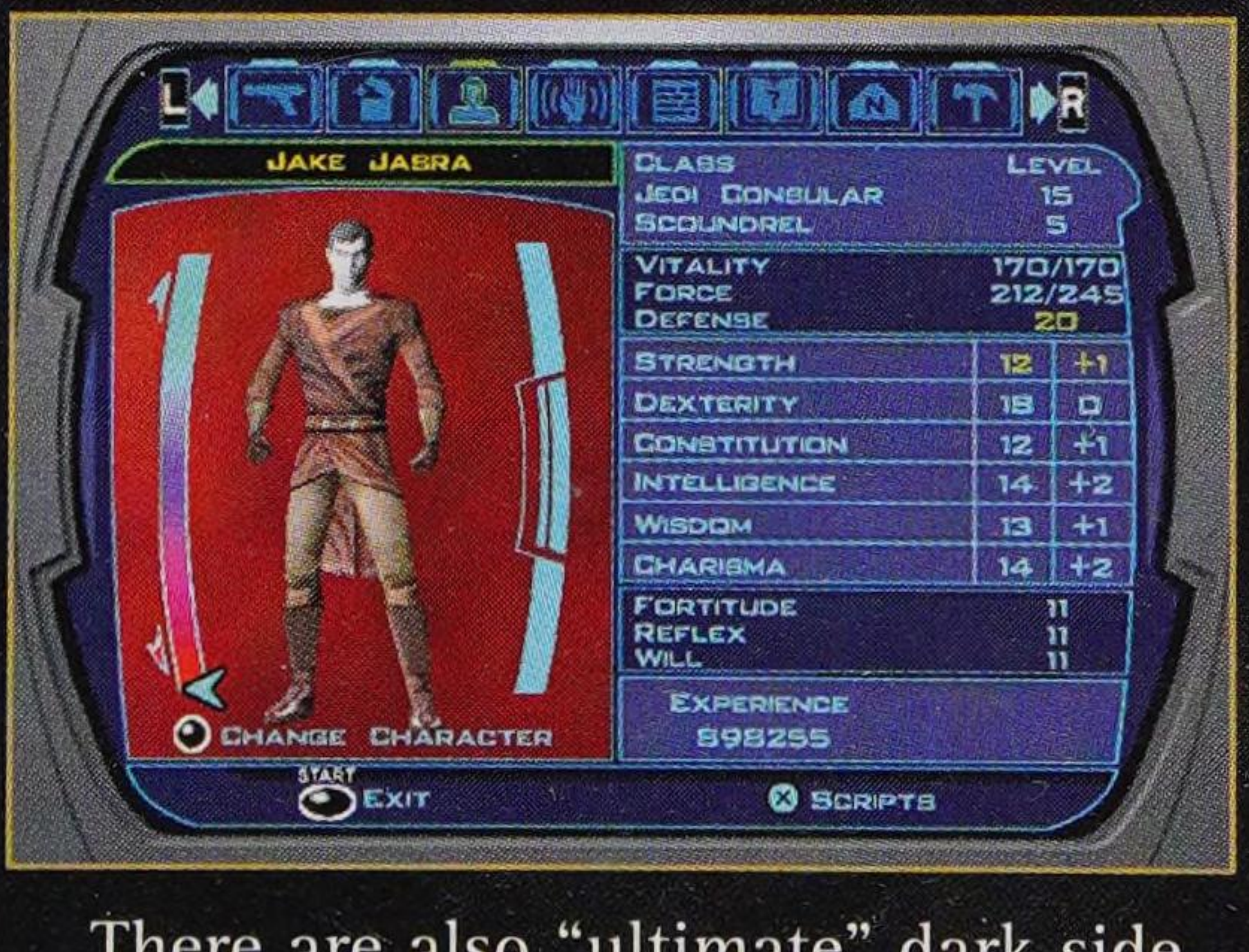
Throw Lightsaber, Advanced Throw Lightsaber

Universal Power

This is straightforward and can inflict up to 60 points of damage (20th-level Jedi inflicts 10-60 points of damage) The advanced throw is preferred, but if you don't start with this power, don't acquire it. Reasonable if used with armor and as effective or damaging as other attacks, but usually your Jedi will be attacking in melee combat to greater effect or staying at range to use more damaging Force powers.

Light Side and Dark Side

Many actions you take in the game count as light side "bonuses" or dark side "penalties." Certain conversational options, for example, take you closer to the dark side, especially if you're cruel and threatening. The easiest way to tell your character's inclination is to look at the background behind the character at the status screen. If the background is red, the character is dark side; if the background is blue, the character is light side.



JAKE JABRA

CLASS	LEVEL
JEDI CONSULAR	15
SCOUNDREL	5

VITALITY 170/170
FORCE 212/245
DEFENSE 20

STRENGTH	12	+1
DEXTERITY	18	0
CONSTITUTION	12	+1
INTELLIGENCE	14	+2
WISDOM	13	+1
CHARISMA	14	+2

FORTITUDE 11
REFLEX 11
WILL 11

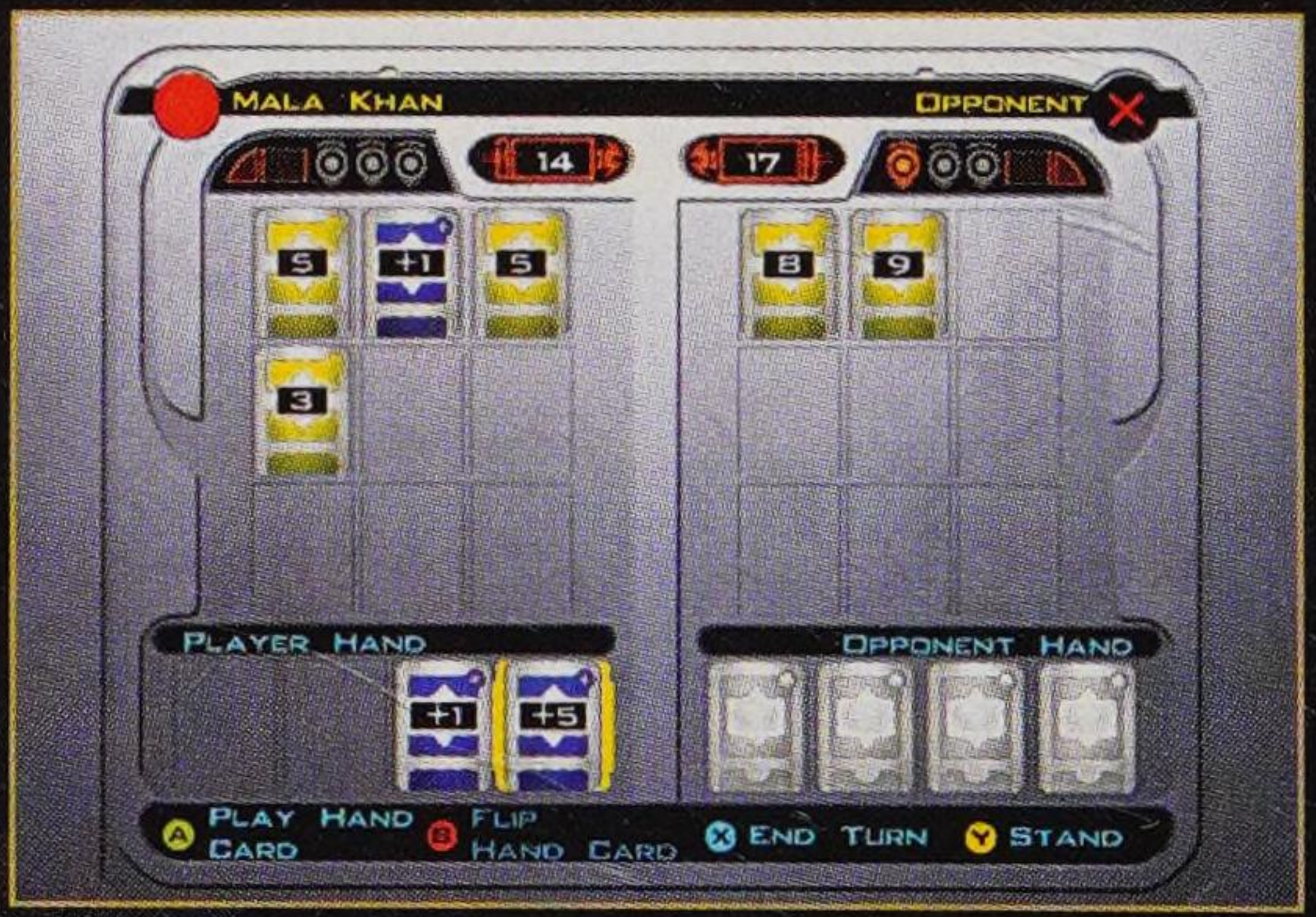
EXPERIENCE
598255

There are also "ultimate" dark side and light side screens, if every action your character has taken throughout the game was entirely good or entirely evil. The dark side screen shows sparks erupting from the background, while the light side screen shows a column of light. You need to go through a couple of planets, building light side or dark side points, before you can achieve either of the "ultimate" screens. A dark side character's appearance also starts to change, with his skin becoming gray and mottled.

The game is intentionally structured so that it's harder to play through as a light side character and easy to slip toward the dark side. To offset this power imbalance, a few special items are available only to light side characters (near the end of the game).

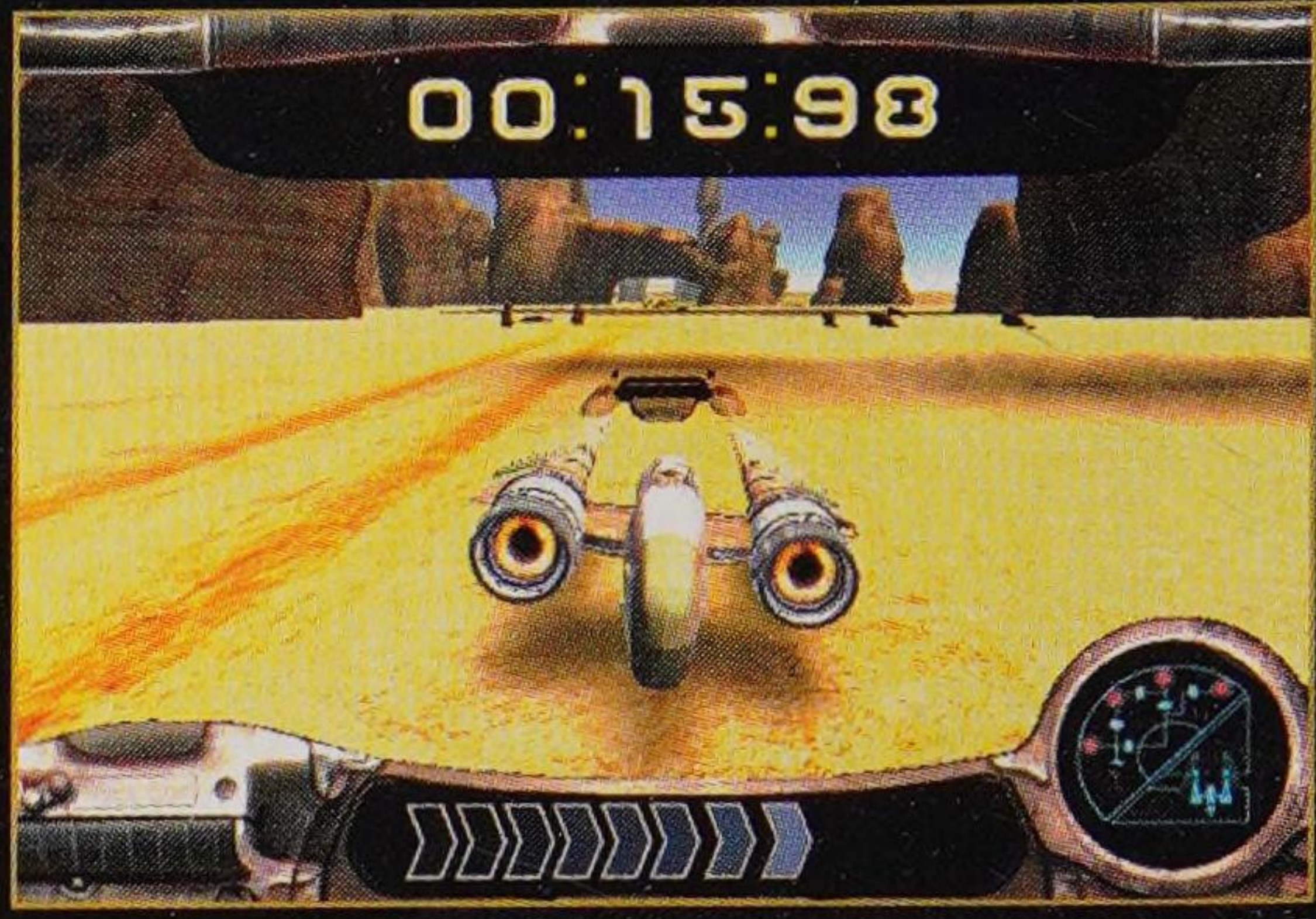
Pazaak

While the rules of Pazaak are explained in the walkthrough, you should be aware of one thing: if you defeat certain Pazaak opponents 10 times in a row, you receive a special item. One particular opponent gives you a lightsaber crystal you can't find anywhere else. There's usually at least one Pazaak player on every planet, so track him down!



Swoop Racing

Swoop racing is very straightforward: don't hit anything except the speed-up pads, and shift as quickly as possible. All the swoop racing courses are straight lines, and the only differences between them are the placement of the speed-up pads and the items you need to avoid.



Feats

Feats are a series of highly specialized talents that individual characters must focus on perfecting. Some characters have feats that are unique to them, such as Canderous' regeneration, and T3-M4's blaster integration, but these are only used in specific circumstances, and you'll automatically acquire the bonuses. The information below focuses on the main feats available to multiple characters. Usually, feats are organized into three advancing paths, from beginner to medium to advanced level. Push a character through all three proficiency levels to maximize their feat, rather than give them a load of beginner-level feats. There are a number of feats that are only available to the Jedi.

A good example of making sure your character has the most advanced set of feats instead of a load of basic-level talents is in the combat feats. For melee, power attack, flurry, and critical strike, advance each of these to its maximum, then concentrate on the next. Concentrate on feats that party members already have when they join your party, rather than buying feats from the start. There are a few exceptions to this rule, such as implant feats, where a basic skill is still useful as it allows a wide range of implants to be placed to obtain their bonuses. Because you don't receive feat points all that often, and can't remove a feat once you choose it, pay attention to the list below and choose wisely. Some feats aren't described because they are automatically awarded, such as scoundrel's luck.

Double the damage makes your melee specialists incredibly devastating!

Two-Weapon Fighting (Basic, Improved, Master)

This is a useful line of feats for almost any character, because if you equip two weapons without this feat, you'll suffer a penalty when you try to hit your opponent. Having the feat allows two weapons to be wielded without penalty, deals more damage, and enables a wider range of damage type effects (such as firing a normal blaster in one hand and an ion blaster in the other). Double-bladed weapons (such as the double lightsaber) require this feat, but the user suffers a heavy penalty, too. Characters who focus on heavy weapons or rifles don't need to worry about this, but everyone else (except Jolee if you aren't using him for combat), should use this.

Characters Recommended for this Feat

Player Character (Master)
Zaalbar (Master)
Carth (Master)
Canderous (Master)

Armor Proficiency (Light, Medium, Heavy)

Some characters will want the heaviest type of armor, while others require less or none at all. Jedi cannot access most of their offensive powers while wearing armor, so if you plan to focus on Jedi power, don't build up this feat. Heavy armor also restricts your DEX bonus, so rifle specialists may want to stay at light or medium proficiency, instead of wearing heavy armor that affects their DEX. Droids have a separate upgrade path and do not have this feat.

Characters Recommended for this Feat

Carth (heavy)
Canderous (heavy)
Player Character (medium or light if focus is away from offensive Jedi power)

Caution (+1, +2, +3)

This automatically grants an addition to your escape bonus when dealing with demolitions and stealth, leading to higher ratings in these abilities.

Characters Recommended for this Feat

Mission
T3-M4

Critical Strike (Regular, Improved, Master)

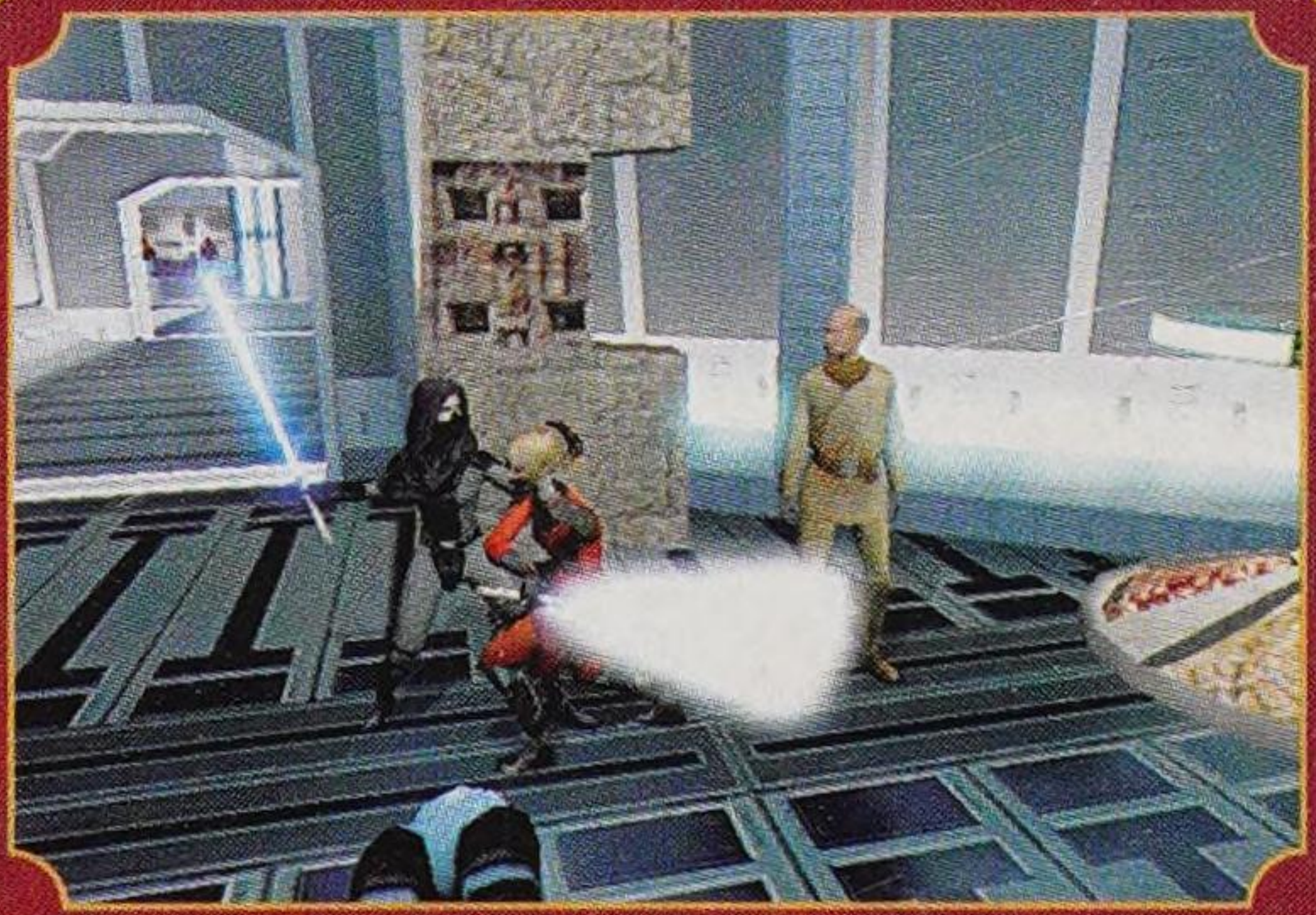
This improves your chance of inflicting a melee critical strike on an enemy. This wound dishes out double damage and, depending on the weapon, an additional 2-12 points of damage. With the feat, this also allows a chance of stunning the target. This is a useful melee feat and should be given only to those you wish to push into close-combat fighting. The second and third path of this feat triples or quadruples the critical strike range (chance of doing double damage).

Characters Recommended for this Feat

Zaalbar
Canderous
Juhani
Player Character
Bastila

Empathy (Regular, Improved, Master)

This feat is only useful for the player character and should not be given to anyone else. It increases the bonus when attempting persuasion, awareness, or treat injury. Only access this feat if your player character is focusing on these skills. It is not worth taking to full progression.



Pick flurry for your deadly close-combat dervishes.

Flurry (Regular, Improved, Master)

This is one of the most important feats for melee characters. Although it lowers your character's defense, it allows them to make an extra attack every round. The defense penalty goes down as you increase the level. With characters that already have two attacks, it adds an additional first attack with minimal penalties. Place your preferred weapon in your leading hand so it can strike twice a round, instead of once.

Characters Recommended for this Feat

Player Character
Zaalbar
Bastila
Juhani

Gear Head (+1, +2, +3)

At a basic level, this gives a +1 bonus (and higher at the second and third levels) to security, repair, and computer use. It is useful for those focused on these skills or members of your party that you want to have a modicum of bonuses in these skills.

Characters Recommended for this Feat

Mission (dedicated points to begin with; add to that)
T3-M4 (dedicated points to begin with; add to that)

Conditioning (+1, +2, +3)

This gives a +1, 2, or 3 to all saving throws. Increases changes of avoiding damage and other negative effects. Give this to everyone.

Implant Level (+1, +2, +3)

This allows you to use implants. Implants have a range of different effects; some improve DEX, some tweak your CON, some give flexibility, and others prevent you from becoming poisoned. Scouts start with feat. The third path allows you to access the finest implants in the adventure, such as the cardio power system (up to +4 CON), but the initial path is good enough to give you a variety. Give this feat to one or two characters.

Characters Recommended for this Feat

Zaalbar
Player Character
Carth (once other feats are maximized)
Canderous (once other feats are maximized)

Power Attack and Power Blast (Regular, Improved, Master)

These feats are only useful at the beginning of your adventure, as it adds a few points of damage (attack to melee combat, and blast to ranged combat). Depending on the level, this is +5, +8, or +10 to damage. However, your defense bonus is penalized. You inflict much more damage if you specialize in critical strike or flurry, so ignore this—even at the highest level, you're only inflicting a modicum of damage. Imagine a master flurry attack compared to a master power attack; the former inflicts dozens more points. Soldiers start with this feat. It is not worth progressing.

Functioning like a ranged version of flurry, bag extra firing rounds with this feat.

Rapid Shot (Regular, Improved, Master)

This is one of the most important feats for ranged characters, and it functions like flurry. Although it lowers your character's defense, it allows them to make an extra attack every round. The defense penalty decreases as you increase the level. This comes into effect most impressively with characters that already have two attacks, as it adds an additional first attack with minimal penalties. Place your preferred weapon in your leading hand so it can strike twice a round, instead of once.

Characters Recommended for this Feat

HK-47
Carth
Canderous (to a lesser extent)

Sniper Shot (Regular, Improved, Master)

This is the same as critical strike, but for ranged weapons. This improves your chance of inflicting a hit on an enemy. This wound dishes out double damage and depending on the weapon, an additional 2–12 points of damage. With the feat, this also allows a chance of stunning the target. Give this to riflemen and heavy-weapons specialists only. The second and third path of this feat triples or quadruples the range (chance of doing double damage). It can stun.

Characters Recommended for this Feat

HK-47
Player Character
Mission (she starts with this at a basic level. Use it to take her to Master level)

Choose your character's fate properly. Make sure each character knows their role.

Weapon Proficiency (Regular, Improved, Master)

This increases the chance of hitting while using specific weapons. The three paths give you a +1, +2, and +3 to hit. Any character using the weapon type mentioned should take this path through to Master level.

Characters Recommended for this Feat

Carth

Blaster Pistol (+1, +2, +3)

Characters Recommended for this Feat

HK-47 (rifles are much better to use than heavy weapons)

Blaster Rifle (+1, +2, +3)

Heavy Weapons (+1, +2, +3)

Characters Recommended for this Feat

HK-47 (note that rifles are much better to use than heavy weapons)
Canderous

Lightsaber (+1, +2, +3)

Characters Recommended for this Feat

Any Jedi in your party

Melee Weapons (+1, +2, +3)

Characters Recommended for this Feat

Zaalbar
Canderous
Player Character

Jedi Defense (Jedi only)

This impressive feat allows you to deflect incoming blaster bolts; when encountering enemies with this weapon type, it's useful for Jedi only. A great feat to utilize if you are without armor.

Characters Recommended for this Feat

Player Character (if Jedi without armor)
Jolee
Bastila

Toughness (Regular, Improved, Master)

This feat grants you an extra point of +1 vitality. At Improved level, you'll also receive -2 to damage taken. At Master level, you'll receive another +1 vitality. There are more impressive feats to allocate points to than this.

Characters Recommended for this Feat

Mission (early in the adventure)
Player Character (if scoundrel, early in the adventure)

Jedi Sense (Jedi only)

This enhances a Jedi's defense bonus by 2, 4, or 6 points. It is extremely useful for unarmored Jedi.

Characters Recommended for this Feat

Any Jedi character

Dueling (Regular, Improved, Master)

This feat is usually ignored; although it grants you a +1 bonus to attack and defense in combat (+2 and 3 at higher levels), you'll do double or triple the damage if you wield two weapons, or one double-handed weapon, and then follow the feats associated with these weapons.

Droid Upgrade (Regular, Improved, Master)

This increases your weapons' range and allows upgrades, such as targeting computers and arm flamethrowers. The upgrade class is level dependent. Make sure both your droids have this master feat.

Logic Upgrade (Regular, Improved, Master)

As with droid upgrade, make sure HK-47 and T3-M4 are given Master level in this feat, which adds +2 (combat logic), +4 (tactician), or +6 (battle droid) to your defense. HK-47 in particular will become extremely powerful with his other attributes.

Attributes

Attributes are determining factors in what feats and abilities become available to a character, and on a larger scale, what role the character plays in the game. This is true for both your character (the PC), and your party members (PMs). These are separated into six basic characteristics. However, races have innate abilities that bring definite attributes over this level, such as the Wookiee's strength. Continue to recreate a set of attributes until you are happy with their ratings, add to the attributes you have the highest scores in, and continue to raise them. Don't waste time on unnecessary or low attributes; there's no point to ploughing charisma points into a Wookiee.

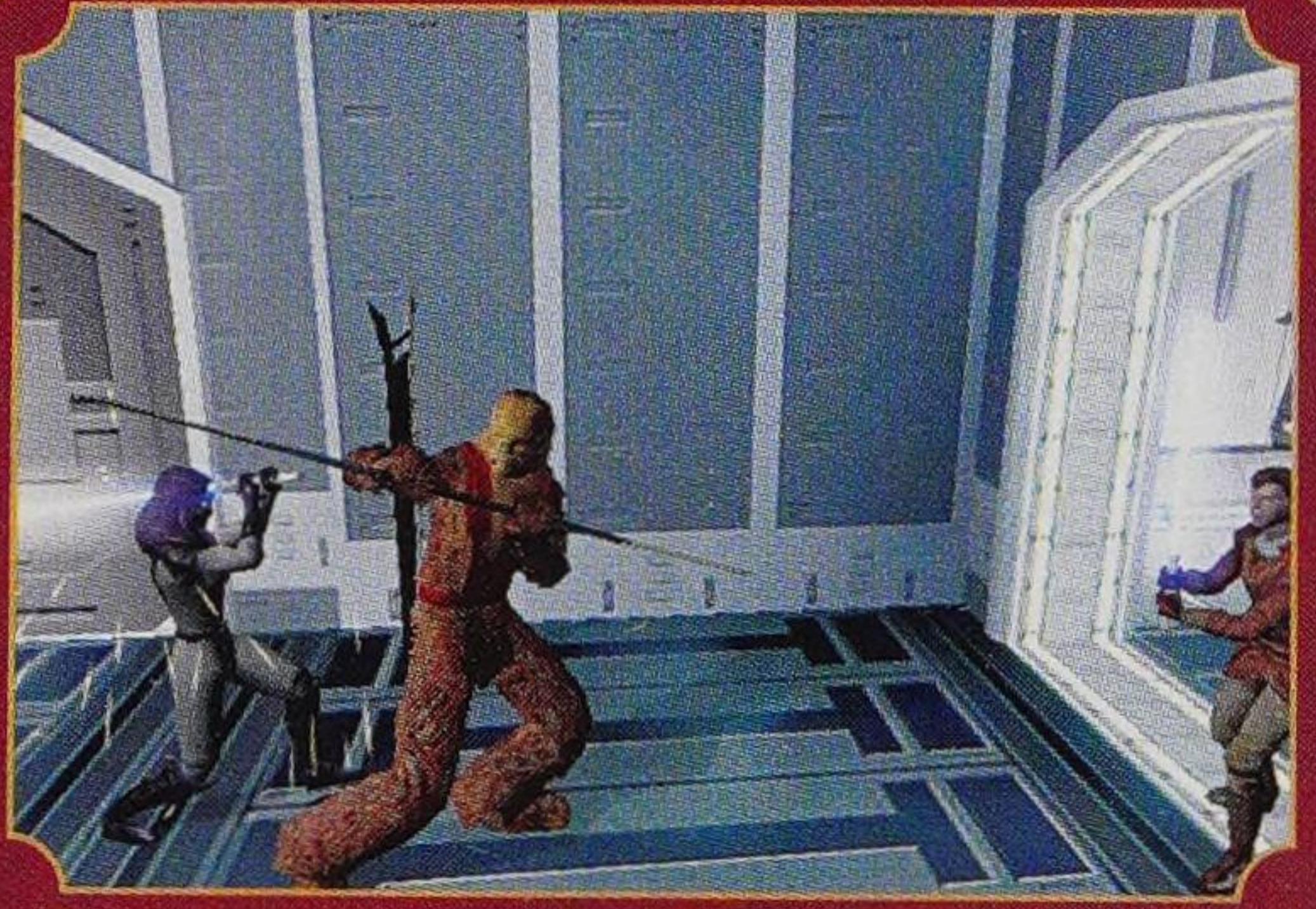
This walking carpet isn't going to utilize his charisma-based diplomacy skills; ignore certain attributes.

You receive bonuses for attributes over the score of 12, but only even numbers increase your attributes. This means that you'll receive the same bonus whether your strength is 13 or 12. However, say you have two characters fighting with melee weapons. One has a STR of 13 and the other has a STR of 12. You receive a strength-enhancing item (such as the +1 strength gauntlets). Equip it to the character with a STR of 13 so it rises to 14 and allows an extra bonus.

Aside from affecting abilities, attributes also affect saving throws and difficulty checks. These are automatically undertaken by your character in the game and only shown in the readout section of your inventory. There are three kinds of saving throws: reflex, fortitude, and will. Reflex-saving throws determine whether you're able to dodge an explosion or attack. Scoundrels have the best reflex-saving throws. Use fortitude-saving throws when you are attacked by poison, diseases, paralysis, and so on. The soldier has a higher fortitude than other classes.

Will-saving throws are used against Force powers to resist mental attacks, like horror. The Jedi have a better will save than anyone else. Attributes affect how easy or hard it is to complete a save and be resistant.

The difficulty check comes into play in a number of situations. You and your party members automatically attempt these when making a save against a Force power or attack, when you're diffusing a trap, or during any other test not dealt with in combat, such as picking a lock. Wisdom can affect the difficulty check, but only regarding Force powers. You'll only notice you've made a difficulty check on the inventory read-out screen, and some situations will affect how easy it is to make a difficulty. The more powerful the mine the higher the difficulty check. Succeeding in a difficulty check is beneficial and allows you to function, stop damage, or react to situations in a preferable manner.



Make sure anyone engaging in melee combat has a high strength attribute.

Strength (STR)

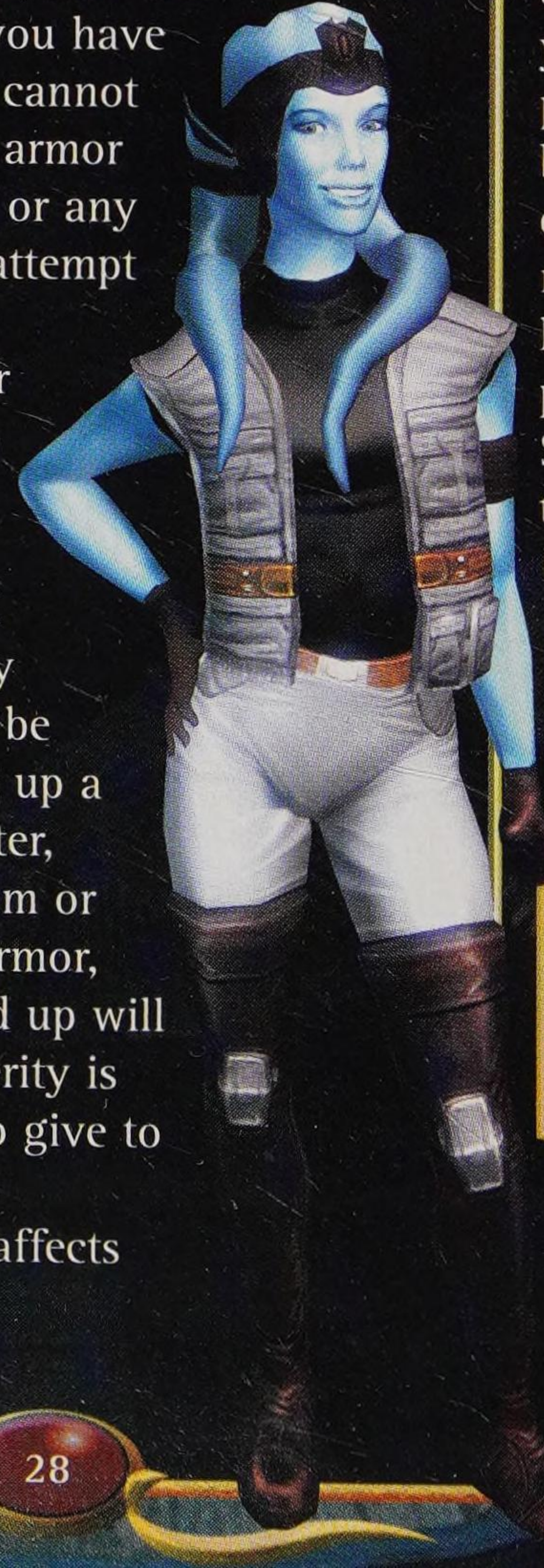
This is a measurement of brute force, and represents an ability for characters to utilize melee weapons, including lightsabers. Strength affects the chance of hitting and the damage the hit causes (i.e., how far a bladed weapon penetrates enemy armor). In addition to increasing the chance of hitting, strength also influences how hard you hit, giving extra damage. As your character becomes a Jedi later in this adventure, increase your strength if you plan to focus on lightsaber combat.

Characters Requiring Strength Enhancement

Player Character (if focusing on melee or lightsaber combat)
Bastila (if not being used in a "fire support" capacity)
Zaalbar
Canderous (if not being used in a "fire support" capacity)
Juhani
Jolee (to a lesser extent; award him extra STR gauntlets you may find)

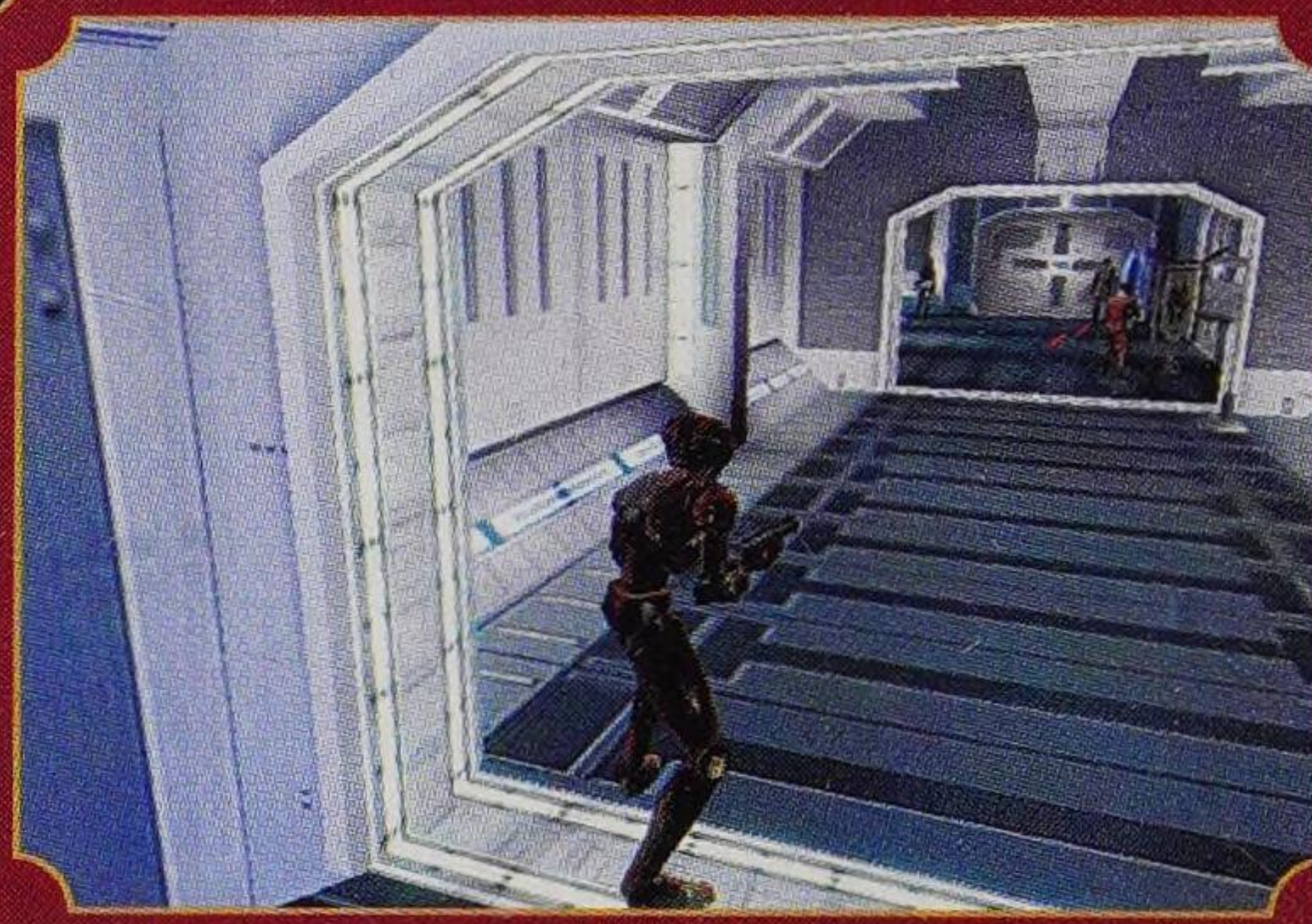
Dexterity (DEX)

This governs the chance of striking with a ranged weapon or throwing grenades and also affects your defense bonus for blocking attacks and dodging incoming missiles (such as enemy-ranged weapons and grenades). Maneuvering to avoid grenades automatically causes your character to make a reflex-saving throw. If a character in your party is focused on blasters and rifles, this skill is important. If you have a character who cannot or will not wear armor (such as Zaalbar or any Jedi wishing to attempt offensive Force powers), a higher DEX score raises their defense. Heavy armor restricts the DEX bonuses you may already have, so be wary of building up a DEX in a character, then throwing him or her into heavy armor, because the build up will be wasted. Dexterity is also important to give to melee-intensive characters, as it affects their defense.



Characters Requiring Dexterity Enhancement

Player Character (if focusing on ranged weapons or Force powers to raise defense)
Carth
Mission
T3-M4
Zaalbar (because he can't wear body armor)
HK-47



HK-47: The droid with a screw loose, and exceptional ranged weaponry ability.

Constitution (CON)

This attribute determines the bonus hit point number your characters have and their fortitude saving throws. This attribute isn't important for any of your party members or the main player character, although it helps to be able to absorb more damage in combat. However, you should rely on medpacs (and Jedi cure or heal powers later into the game) rather than pumping points into your CON score. Scoundrels are an exception, because they receive fewer hit points (HP) per level of increase; they should have high CON to offset this limitation. However, this is more effectively dealt with through items such as belts.

Characters Requiring Constitution Enhancement

Player Character
Mission

Intelligence (INT)

Like constitution, intelligence isn't the most vital of attributes on which to focus. It affects the number of skill points you are able to distribute when you level up. This attribute only comes into play at this point, so if you aren't going to rely on skills (such as repair or security), don't worry about your character's INT. This is especially true of combat-orientated characters; instead of worrying about skill point allocation, look to your feats and equipment prowess. For specialized characters, such as T3-M4 who starts with an INT of 20, this attribute comes in handy when inflating his security and demolitions skills.

Characters Requiring Intelligence Enhancement

Mission (for security, demolitions, stealth skills)
T3-M4 (for securtiy and demolitions skills)

Wanting to crush the enemy with Force powers? Make sure you're wise enough!

Wisdom

Wisdom is important to a character who is, or wishes to be, a Jedi. This attribute affects the will-saving throw, as well as the Force point number allocated to Jedi powers. The most important point to remember about wisdom is that it determines how others resist your powers. A high wisdom enables your Jedi to be more effective in his or her offensive casting powers (allowing extra damage and hit viability for attacks such as Force lightning). Non-Jedi with a high wisdom have a greater opportunity to resist Jedi attacks, but this isn't worth wasting points on (instead, concentrate on STR or DEX). Utilize items (such as the +2 will neural band) to combat low wisdom scores. Wisdom also increases the success of difficulty checks, when this is needed.

Characters Requiring Wisdom Enhancement

Player Character (if focusing on Jedi powers)
Jolee (he benefits most as he is at the back, creating Jedi power attacks)
Juhani
Bastila (to a lesser extent)

Charisma

The final attribute is charisma, which is how you are perceived by those with whom you interact. This affects your persuade skill and your Force powers. A high charisma modifies offensive Force attacks, healing, and other defensive powers. This is a secondary attribute compared to wisdom, but your presence is important when you are attacking enemies or want to rely more on defensive Jedi powers. Mainly though, charisma bonuses are applied to persuasion checks when you are conversing, and you can use them to obtain more money from a swoop race, for example.

Characters Requiring Charisma Enhancement

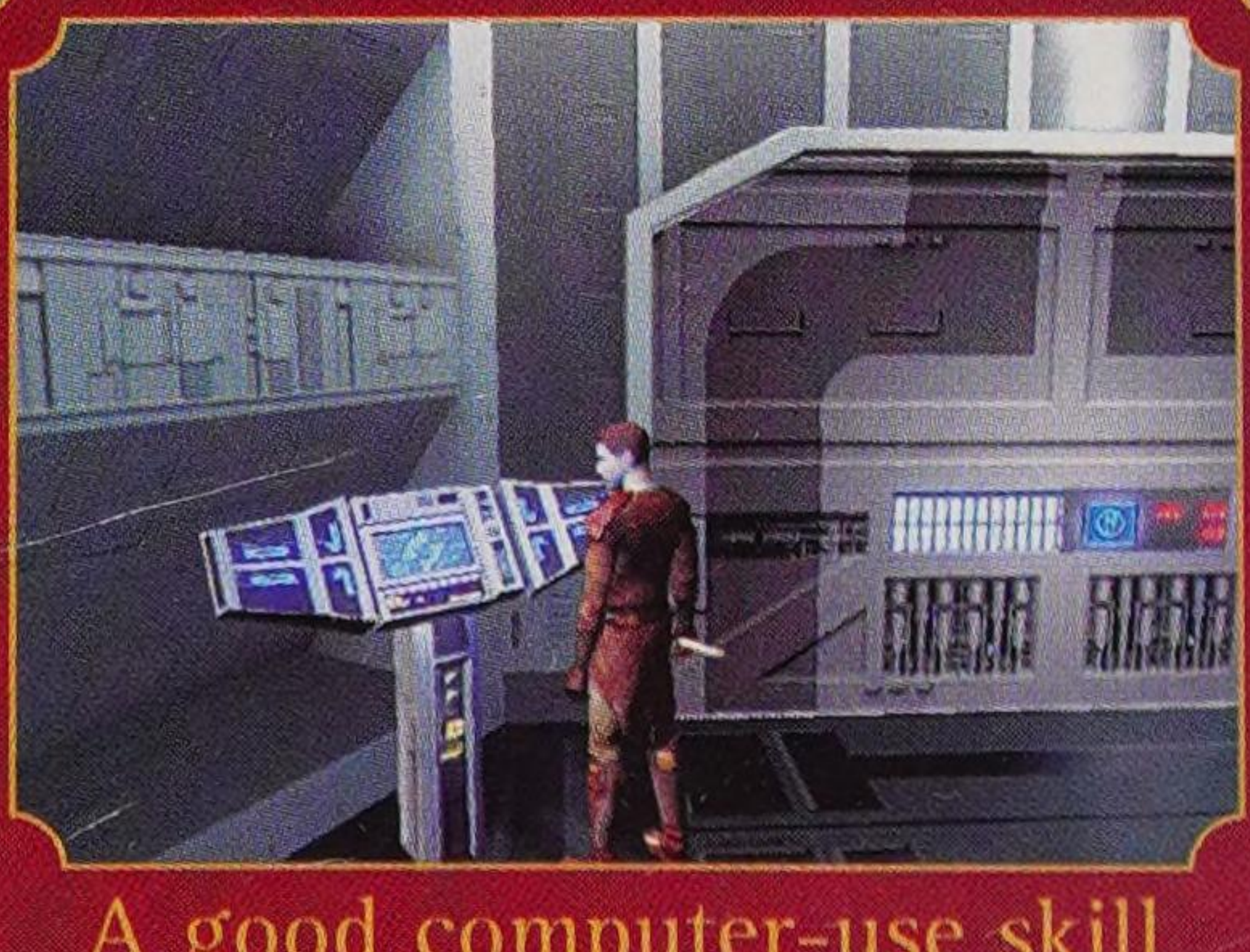
Player Character (if you want a fast-talking character focusing on defensive Jedi power)
Jolee
Juhani
Bastila

Skills

Use skills outside of the combat zone to influence a situation favorably, and affect the ability in diverse situations. These are a number of noncombat-based abilities enabling you or your party to avoid fights, gain the upper hand prior to combat, or gain access to a previously sealed area. Skills allow you to attempt tricky and fanciful maneuvers (such as using an enemy computer console to sabotage those you're fighting against), to use broken droids as back-up combat machines, to sneak using stealth, or to lay mines using demolitions. There are eight skills in the game, and each character receives a specific number of points to allocate to skills after each level up.

Computer Use

The higher the computer-use skill, the less the number of computer spikes you'll need to activate commands on a computer console. This isn't an essential skill, but it is worth having at least one character well versed in computer use. There are numerous occasions where you can avoid combat by using the enemy's own weapons against him or her, such as arming sentry guns or blowing up power conduits from consoles. The droid T3-M4 has the highest computer use skill, and he can enhance it with leveling up or with items such as the advanced computer probe. If your player character plans to use consoles a lot, plough skill points into it. Otherwise, let T3-M4 or Mission handle these tasks. Finally, you can activate consoles no matter what your computer-use skill level is; it will just cost more spikes, and this can cause a serious credit loss because you have to purchase the spikes.



A good computer-use skill easily overrides computer consoles.

Demolitions

As you'd expect, demolitions are used for setting and disarming mines. This skill comes in handy if your skill is at a high-enough level, as mines have their own difficulty check (meaning they will explode if they succeed in a difficulty check). This is factored in, making it more unlikely (and more dangerous) to defuse or retrieve a mine if your party member has a low demolitions skill. Pour points into one character so that he or she has at least good (if not great) demolitions skill, so he or she can retrieve mines to be reused later. Mission or either of the two droids do well with this skill as they can locate their own unique items to enhance it (such as the verpine demolitions probe). You'll encounter a lot of mines throughout your adventure; don't move or explode them—retrieve them. Lay a trap for the enemy and save on purchasing mines from shops.

Stealth

This is a straightforward and underused skill. Proficient characters are able to sneak past enemies, but require an item called the stealth belt (a wide range of these are available throughout the galaxy). You cannot use stealth in combat; use it to avoid a fight or prior to a fight, to put yourself in an advantageous position. Use this skill to sneak past and set up mines or to use computer consoles. This is a skill that becomes invaluable when combined with other skills (such as sneaking past enemies, then using demolitions to lay a mine near them). Mission and the player character should increase this skill, as should Juhani who has an innate stealth ability.

Awareness

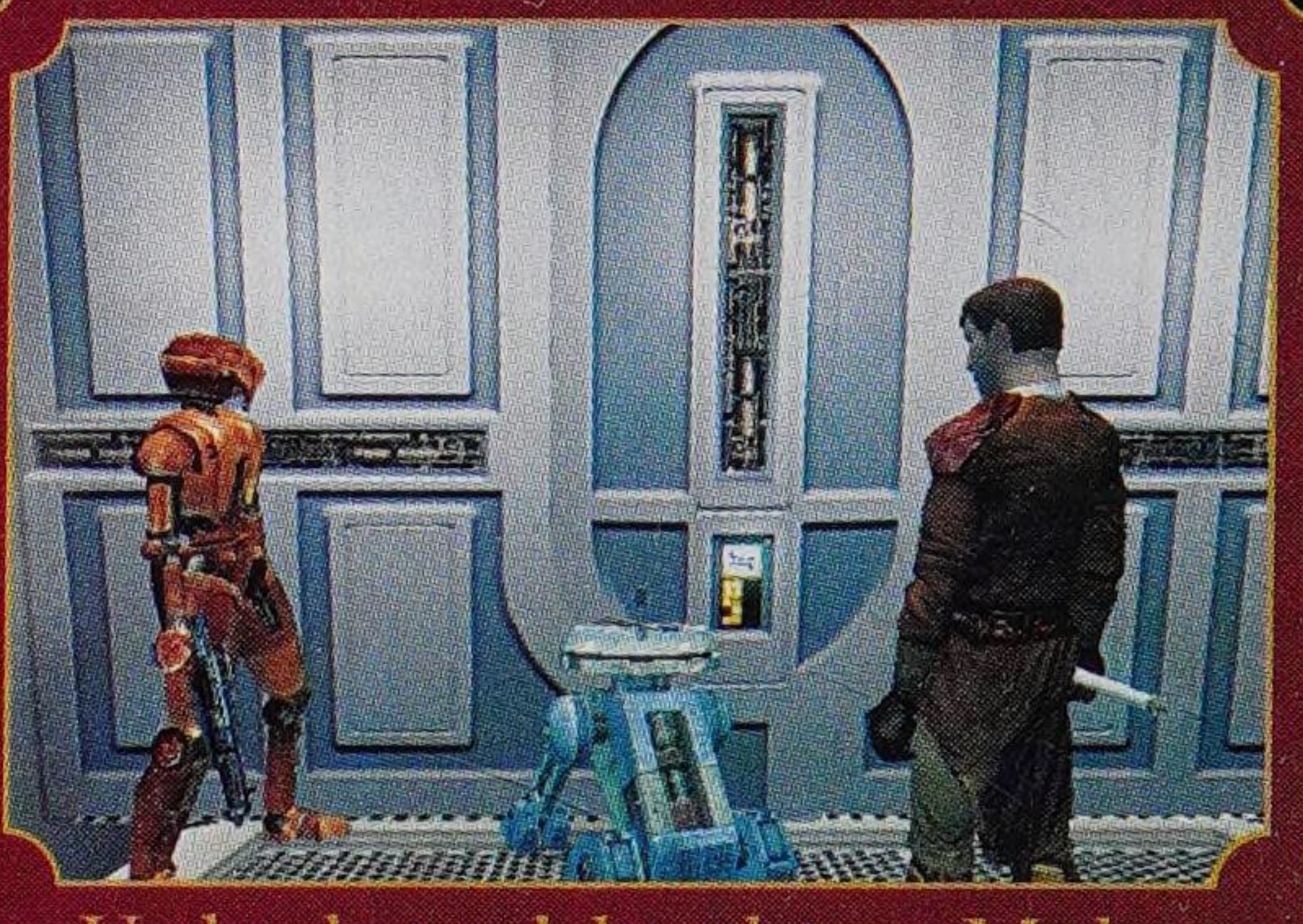
This isn't a skill you should spend time perfecting, or even worrying about, as its only use is to spot mines that have been hidden by the enemies, usually just around corners or through doors. At least one active character in your trio should have the ability to spot mines before running into them. Place awareness points into a character with a good demolitions skill (such as HK-47) so they can deactivate mines as well as spot them. However, every party member should have at least a low level of awareness, so all of them can spot hidden mines. Don't waste skill points on this; instead fit your party with items that increase this skill, such as the aural amplifier.

Persuade

This skill is only available to the player character and is only used in conversations (with friends, party members, or foes alike). Increasing your persuade skill allows you to open options that wouldn't normally be available, allowing you to ask for higher rewards, or to convince those you encounter to give up more information. This isn't necessary for players who wish to fight, but it is wise to place a few points into this skill to add dialog chats to your game and gain more credits after quests or competitions.

Repair

This is a vital skill for droids, as it affects their ability to fix themselves during combat. This is also important for party members who are trying to utilize broken or deactivated droids in combat against the enemy. A high repair skill reduces the number of repair parts you'll need to carry (just like computer use lessens the number of spikes you need), and the same rules apply. You can still repair a broken droid with a low skill, but it will cost you more parts. Give repair to both your droids, to Zaalbar, and to one other character of your choice for best results.



Unlock and load up. Make one member the unlocking expert while the others ready their weapons.

Security

An advanced form of lockpicking, a security skill allows you to unlock doors to enter previously inaccessible areas on the ships, dwellings, and worlds you'll visit. When you encounter locked doors, make sure a party member checks them to ensure they don't require a security skill to open. Sometimes, you'll find doors with a higher security clearance than your character has, so this skill can be augmented with security spikes to access doors you couldn't normally get through. Containers and lockers can also be accessed with this skill; however, these can also be broken into with brute force. Throwing points into security can be a question of how subtly you wish to conduct yourself. Choose one or two of your party (such as Mission or T3-M4) to focus on security.

Treat Injury

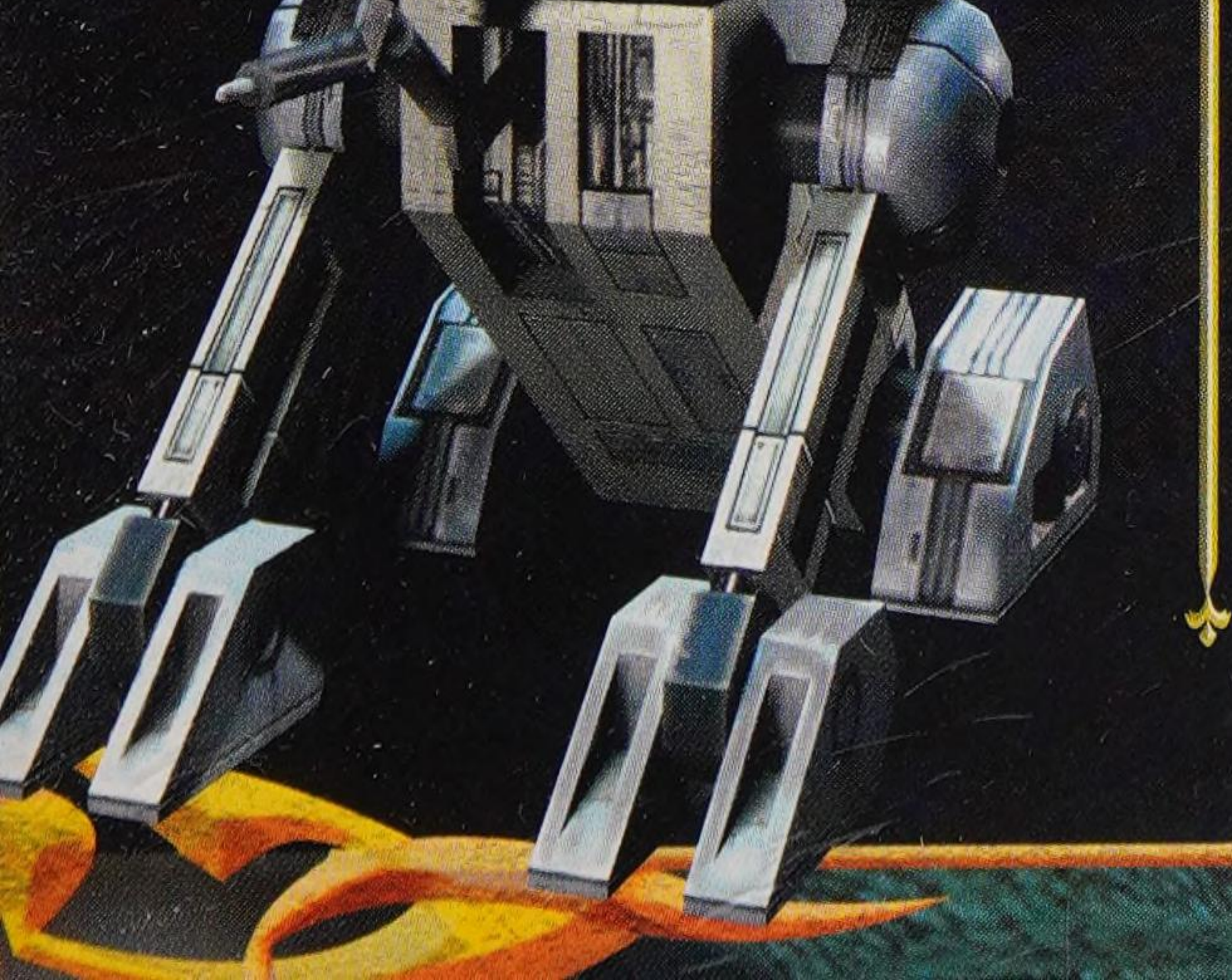
This is the ability to heal wounds suffered during battle or after being caught in a mine trap. The skill affects how many hit points you'll get back when using a medpac. This doesn't affect Jedi cure or healing; only actual items and packs. Characters can only use treat injury on themselves, so every one in your party should employ this skill, with the exception of droids (the skill is unavailable to them). There shouldn't be a treat-injury specialist (as the skill benefits only the individual with the skill), but for someone with few skills, such as Canderous, this is a great way to use extra skill points.

Damage Types

When fighting during your adventure, pay close attention to types of damage your weapons inflict or are being struck by, as this makes your group much more effective. Most blaster weapons deal energy damage while most melee weapons deal physical damage. Choose the correct weapons for a fight, and balance out party members so that you have every attack ready. If you have an item that you don't utilize much (such as the ion or disruptor rifle), keep it rather than sell it, in case a specific enemy appears. Keep at least one weapon for each damage type. It is also useful to check feedback in the Inventory Message screen to see how the opponent handles the attacks, then adjust with weapons that are more effective.

Sonic

Sound-based attacks are useful as they affect droids and organic enemies and ignore types of shielding (like energy shields). Most sonic attacks also do attribute damage, lowering DEX ratings. Are foes easily hitting you? Attempt a sonic attack to lower your opponent's dexterity. This inflicts less damage compared to regular "energy" damage but makes opponents less dangerous. Better against opponents with ranged weapons (who use DEX), and not melee (who uses STR). An example of a sonic weapon is the Arkanian sonic rifle.



Electrical, Heat, and Cold

These are similar damage types; employ them on opponents who have shields to circumvent them. No one is especially weak to these attack types. An example of an electrical weapon is the Force lightning power. An example of a heat weapon is the plasma grenade or a droid flamethrower (which also causes horror). An example of a cold weapon is the carbonite generator (which also paralyzes).

Poisoning enemies inflicts continuous pain on their hapless carcasses.

Poison

This doesn't affect droids but is excellent against opponents who are large and strong. It weakens them through the remaining combat and lowers their attributes, like sonic attacks. Challenging opponents, such as the rancor or Dark Jedi, should be poisoned at the start of a fight. An example of a poison weapon is the GenoHaradan poison blade.

Ion

This inflicts little damage against organics but is devastating against droids and personal shields. If you're attacking a droid, or a group of droids, or an enemy wearing a shield (or any time you're in a Sith base!), ready an ion attack. Two examples of ion weapons would be the ion blaster and the verpine droid disruptor.

Physical

These are primarily melee weapons (including your fists and feet), but disruptor weapons also inflict physical damage, even though they are fired at range. They inflict less damage than energy but are useful against energy shields or Dark Jedi with energy resistance. An example of a physical weapon is the Mandalorian ripper.

Mind-Affecting Powers

Droids are not affected by mind powers, which Dark Jedi primarily use on you. When facing these entities, have a droid in your party if Dark Jedi are casting mental powers like horror.

Miscellaneous Combat Tactics

Except under very rare circumstances, don't alter the automatic combat scripts for each character, because they're usually optimized for that character. For example, if you're playing with Jedi characters, leave them on their Jedi script, which allows them to use Force powers by themselves, including healing powers. Anything that allows Jedi characters to heal party members is good, because it saves you the trouble of using a lot of medpacs and Force healing on your own.

Kinrath Stalker
Attack

When you start the game, you can't do much more in combat than the default swing. Watch your character's stamina and use the occasional medpac as he hacks away. At higher levels, when you have more feats and abilities, add flurries and critical strikes. Each ability has its advantages and disadvantages in combat, of course, so carefully choose the situations in which you use them. The flurry, for example, gives you an extra chance to hit, but at the cost of lowering your defense. The flurry, then, is best used behind an opponent, where you can score an unguarded extra attack.

Mission (along with other scoundrels) is a great character if you're willing to manage and keep track of her. Give her a melee weapon and keep positioning her behind opponents to take advantage of her damage bonus.

Dire Tuk'ata
Attack

Once you've engaged in combat, you can't equip or unequip your armor. If you use characters with Jedi powers, you see that the armor they must wear in order to use their powers is very weak. You can also equip the primary character with melee weapons, and the supporting character with pistols, firing at the enemies from long range while the player hacks and slashes.

Top 10 Tips

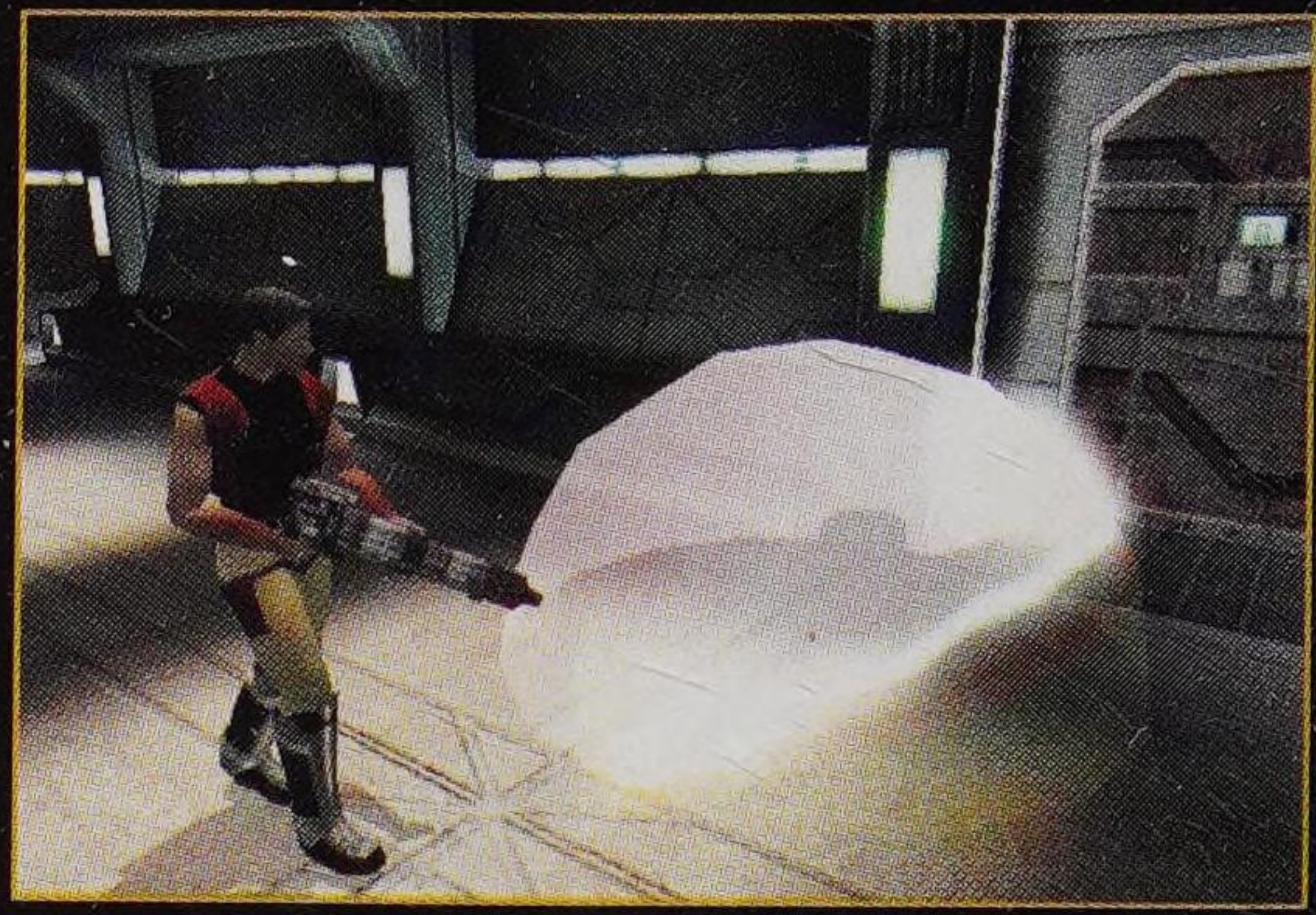
1. What is your operating number?

Check the feedback screen during combat, as this will often reveal what strategies and damage types are having the greatest effect against a particular enemy.

2. Hokey religions and ancient weapons are no match for a good blaster at your side

Upgrade your weapons and armor. Throughout the game there are blasters, swords, armor, and lightsabers marked as "upgradeable." These items can be modified to do more damage, protect against certain damage types, increase range, and add many other bonuses to your stats, as long as you add an upgrade item.

3. Let's blow this thing and go home

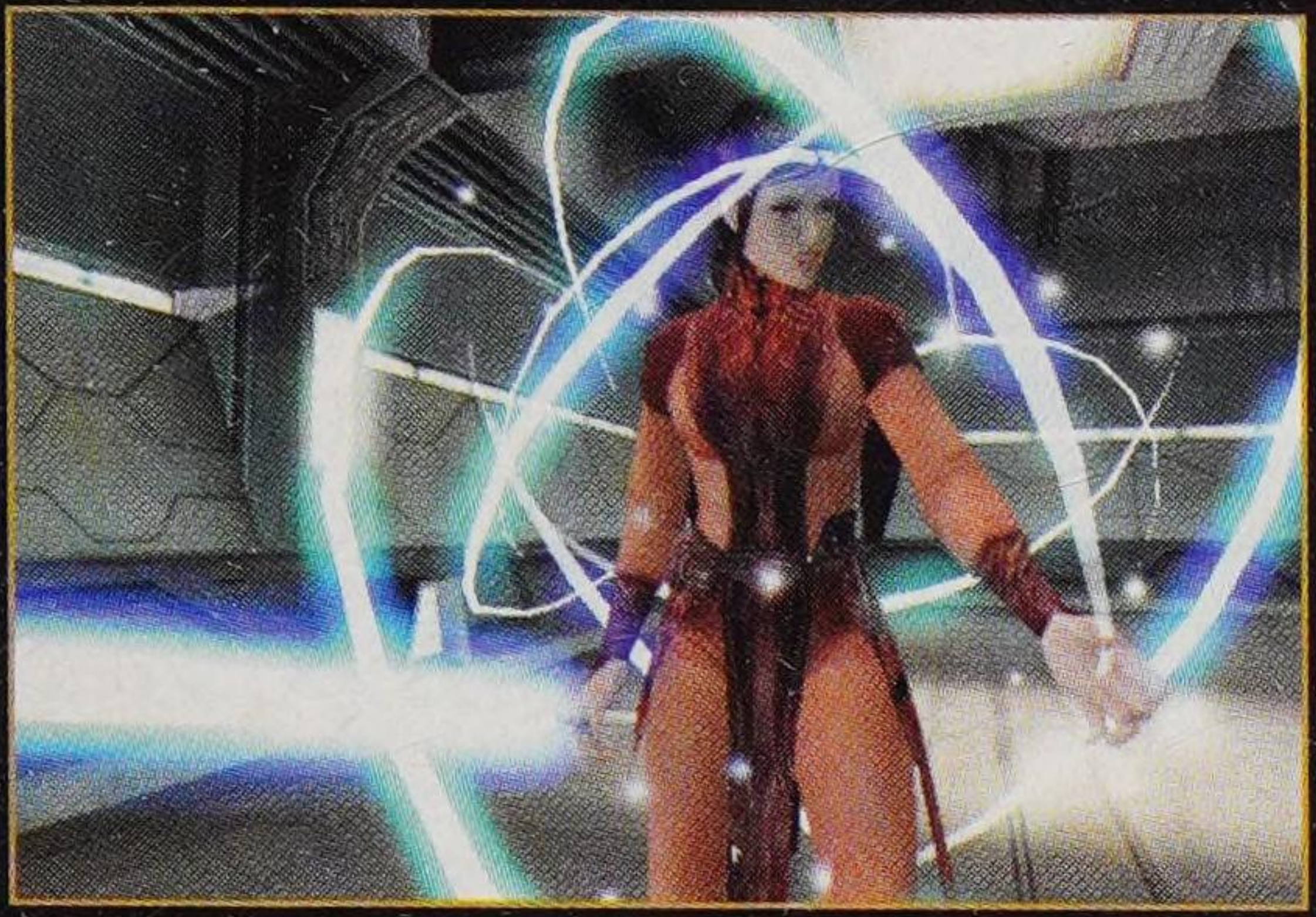


If your demolitions skill is high enough, set up a minefield near your enemies, and then draw them through it. Enemies who run through the field will be defeated or wounded when they emerge, making them easy targets for you and your party members to mop up. Wipe them out . . . all of them!

4. Help! I think I'm melting!

Use grenades against large groups of enemies. Depending on the type of enemy, clever use of grenades can quickly turn the tide of battle in your favor. Grenades can do anything from standard physical damage to deadly poison damage.

5. I shall become more powerful than you can imagine



Strengthen your characters with stimulants and stat-affecting Force powers before major battles. Stimulants and Force powers can temporarily increase a character's stats making impossible battles merely challenging.

6. I only hope that when the data is analyzed, a weakness can be found

Assign combat scripts to party members. Party members will throw grenades, use Force powers, or simply follow your lead depending on the script that you select for them. Using scripts allows you to concentrate on a general strategy rather than worrying about each character during every round of combat.

7. Do . . . or do not. There is no try

Use feats to finish off enemies. Feats can do incredible amounts of damage in a short amount of time. You'll want to time their usage though, as feats have negative consequences such as lowering your defense rating or having a lower chance to hit an enemy.

8. If he could be turned, he would be a powerful ally

A Jedi will receive bonuses for using Force powers associated with their alignment. If you are a light side Jedi, using a light side power will cost less Force points and generally be more effective, than if you used a dark side power, such as kill or lightning.

9. Now I am the master

Use Force powers that temporarily incapacitate your opponent like stun, stasis, or whirlwind. This is a good way to divide large groups of enemies into smaller, more manageable groups. You can continue to attack enemies while they're under these effects, or you can take the opportunity to heal you and your party members.

10. Look at the size of that thing

As tempting as it may be to give your main player character the best equipment, sometimes your NPC party members can put weapons and armor to better use. Try equipping an item to different characters to see who gets the best damage and to hit bonuses.

MAP LEGEND

🟡 : these indicate overview waypoints (1, 2, 3, etc.)

🟠 : these indicate sidequest waypoints (1A, 1B, 1C, 2A, 2B, etc.)

🔴 : these indicate main quest waypoints (A, B, C, D, E, etc.).

World-Spanning Quests

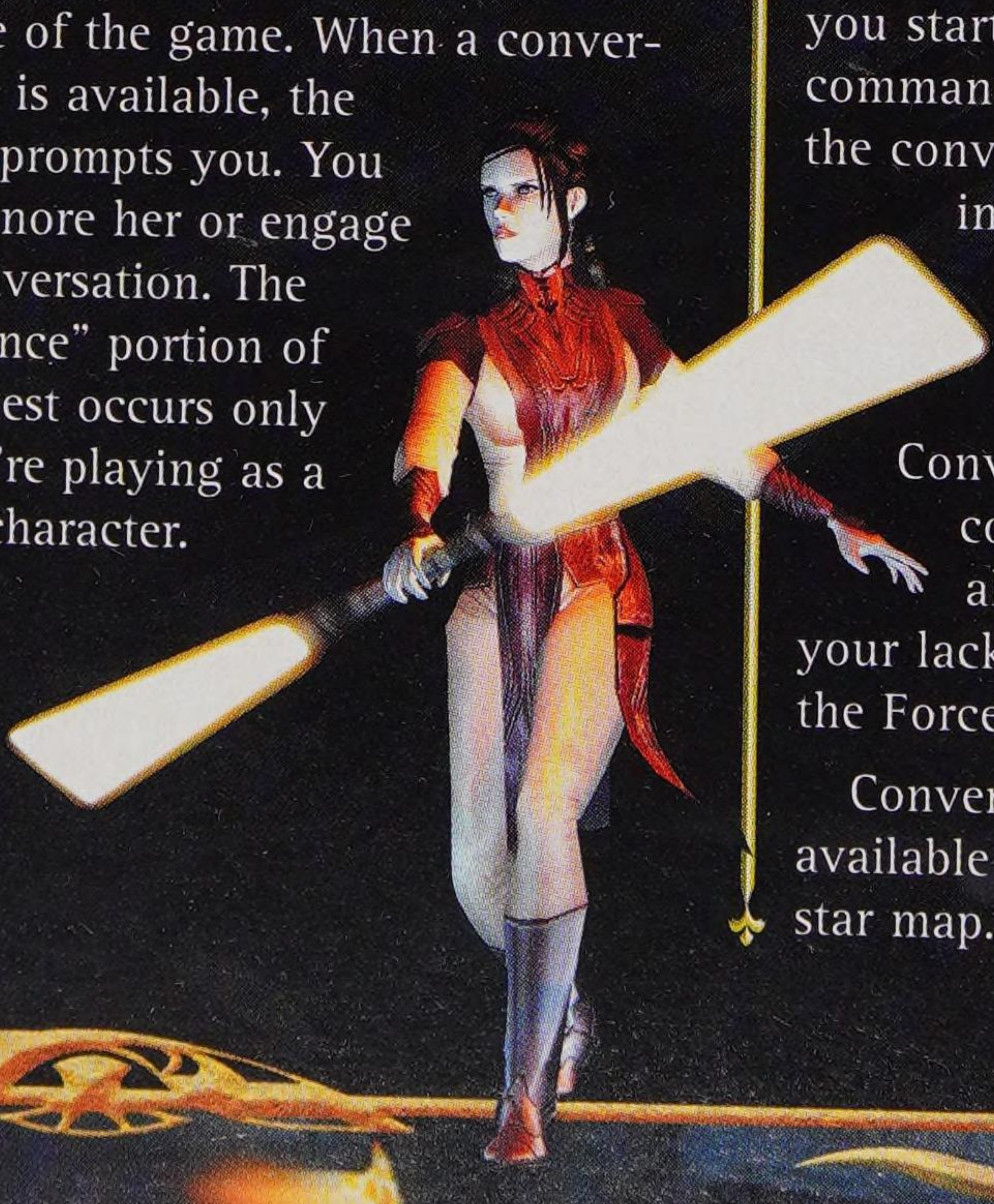
Overview

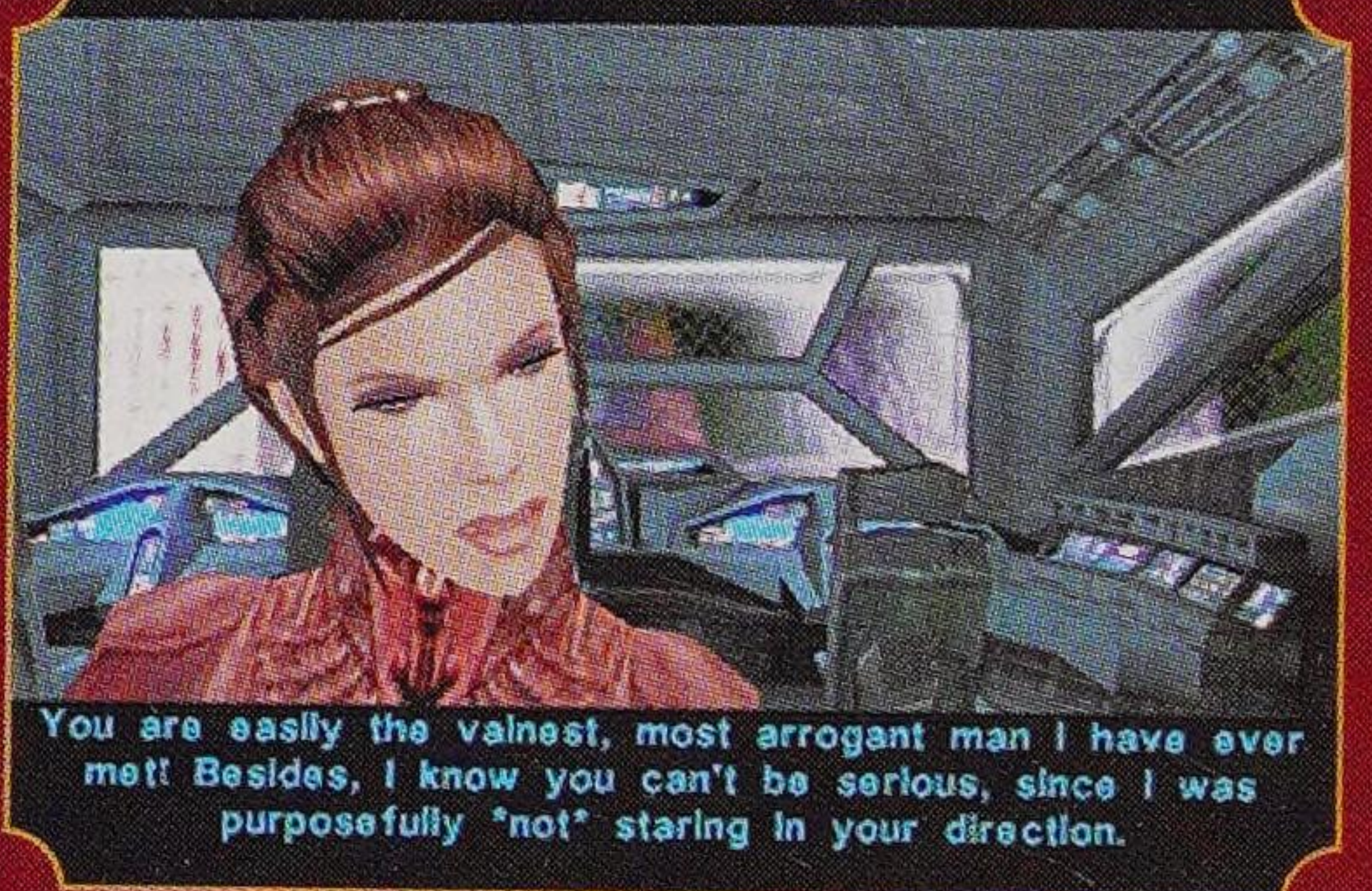
Several of the game's quests aren't limited to a single planet, but span several worlds. This chapter details each of those world-spanning quests. In addition, each party member has his or her own series of conversations throughout your adventure, where they reveal their hopes and dreams. Simply talk to them when prompted and continue to speak to them throughout the adventure until they reveal all their inner machinations.

1. Bastila (Romance)
2. Carth (Romance)
3. Bastila (Messenger)
4. Carth (Messenger)
5. Mission (Messenger)
6. Canderous (Messenger)
7. Juhani (Messenger)
8. Alien Stowaway
9. Darth Bandon and Calo Nord
10. GenoHaradan Assassin Guild
11. The Trouble with Gizka
12. Unfinished Business

Main Quest: Bastila (Romance)

You can hold a dozen different conversations with Bastila over the course of the game. When a conversation is available, the game prompts you. You can ignore her or engage in conversation. The "romance" portion of the quest occurs only if you're playing as a male character.





You are easily the vainest, most arrogant man I have ever met! Besides, I know you can't be serious, since I was purposefully *not* staring in your direction.

Bastila starts out cool, but ends up hot.

The first four conversations all become available on Taris. In Conversation #1, Bastila is openly hostile, demanding to know what you've been doing since her ship crashed on Taris. In Conversation #2, Bastila inquires about your past. In Conversation #3, Bastila asks when you started to notice your ability to command the Force; at the end of the conversation, Bastila launches into a tirade about the evil of the dark side. You can ask why Bastila is so upset, but she won't elaborate. In Conversation #4, Bastila takes a conciliatory approach, although she's nervous at your lack of training in the ways of the Force.

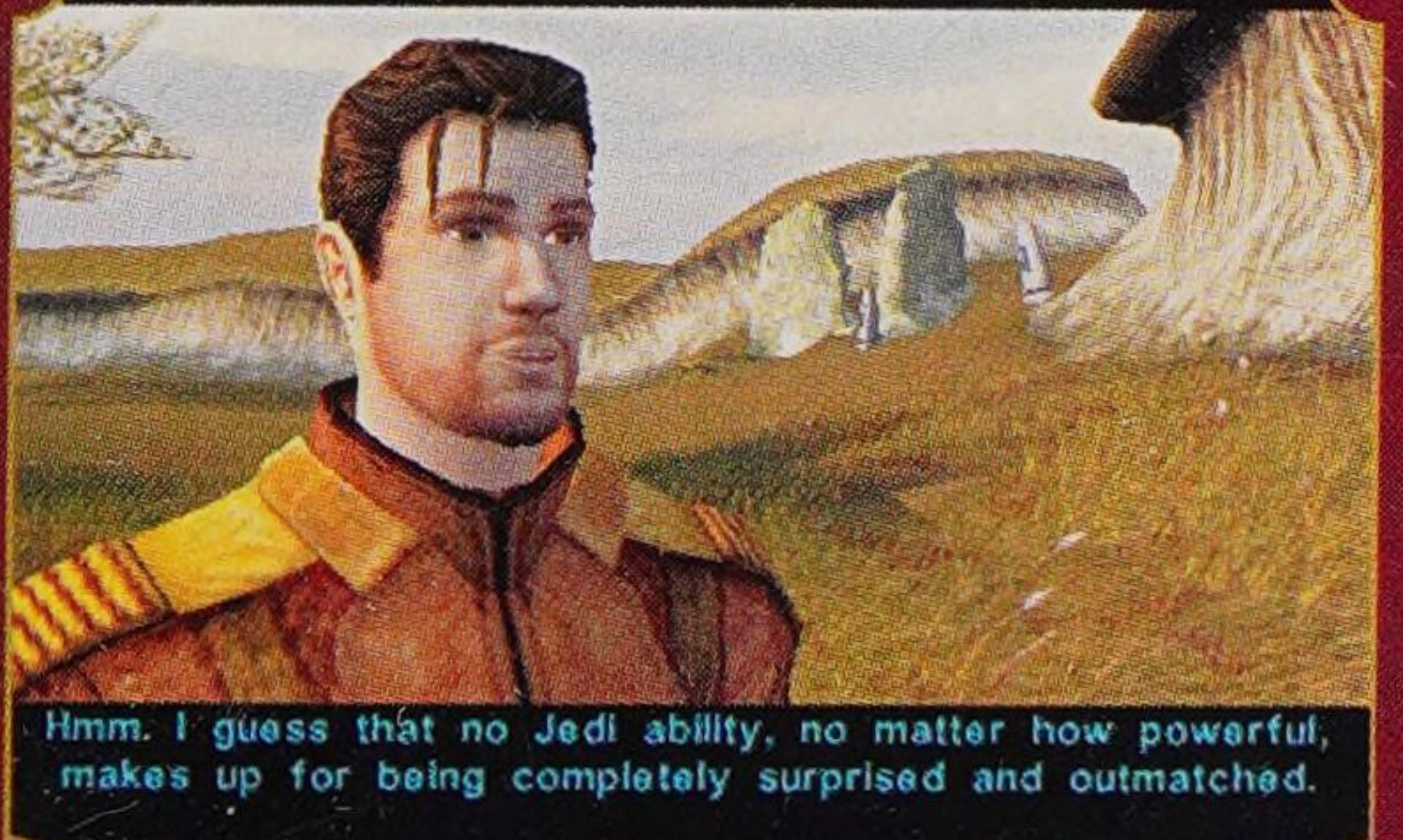
Conversations #5 through #7 are available after you collect the first star map. If you haven't reached Conversation #5 before you collect the second star map, the romance subplot ends. In Conversation #5, Bastila explains that she was taken from her family at a young age. In Conversation #6, Bastila comments on your light side/dark side leanings, commending or warning you, depending on your inclinations. In Conversation #7, you ask Bastila why she insisted on taking you on this mission to the Jedi Council.

Conversations #8 through #10 are available after you collect the second star map. If you haven't reached Conversation #8 before you collect the third star map, the romance subplot ends. In Conversation #8, Bastila confesses how she's come to depend on you, and commends your progress. You can remind Bastila of the nastiness she once directed at you. In Conversation #9, Bastila again comments on your dark side/light side direction. If you're dark side, Bastila asks how it feels to do whatever you want. If you're light side, Bastila asks how you're able to control yourself without training. In Conversation #10, Bastila confesses that she's never made it past the rank of Padawan and that she should have left you at Dantooine. If you mock Bastila at this point, the romance subplot ends. Be supportive to continue the subplot.

Conversations #11 and #12 are available after you collect the third star map. You must complete Conversation #12 before collecting the fourth star map or the romance subplot ends. In Conversation #11, Bastila confesses her love for you. You can rebuff her advances and end the romance subplot, or respond in kind. In Conversation #12, Bastila confesses that she's still in love with you. If you're light side, she remarks on how much stronger you are than she is, and she begs you to see the quest through, no matter what. If you're dark side, you can try to tempt her. Bastila asks how you feel about her; even if you say you don't feel the same, the romance continues to the end of the adventure.

Main Quest: Carth (Romance)

You can hold 15 different conversations with Carth over the course of the game. When a conversation is available, the game prompts you by saying that Carth looks like he wants to talk. You can ignore him or engage in conversation. The "romance" portion of the quest occurs only if you're playing as a female character.



Hmm. I guess that no Jedi ability, no matter how powerful, makes up for being completely surprised and outmatched.

Carth is the strong, not-silent type.

The first four conversations all become available on Taris. In Conversation #1, Carth asks what you were doing during the battle that crashed the ship, and states that he intends to keep a close eye on you. (If Bastila is present, she argues with Carth.) In Conversation #2, you can ask if Carth has a problem with you, and he admits to your expertise. In Conversation #3, Carth begrudgingly tells a tale of betrayal and apologizes for how he's treated you. In Conversation #4, Carth talks about Saul, the current admiral of the Sith fleet, and how he and Saul were once close friends.

Conversations #5 and #6 are available after you collect the first star map. If you haven't reached Conversation #5 before you collect the second star map, the romance subplot ends. In Conversation #5, Carth asks some pointed questions about your conversations with the Jedi Council (you can answer or ignore); if Bastila is present, she tells Carth to mind his own business. If you're light side, Carth wants to know how you have such responsibility; if you're dark side, Carth mentions your inclinations. In Conversation #6, you can demand an apology or ask what triggered Carth's outburst. He says he wants Saul dead, and that he feels helpless.

Conversations #7 and #8 are available after you collect the second star map. If you haven't reached Conversation #7 before you collect the third star map, the romance subplot ends. In Conversation #7, you ask Carth why he wants revenge on Saul, and he relates how Saul devastated the planet his wife and son lived on. His wife perished in the assault, and his son disappeared.

This opens up an extra quest on Korriban. In the Sith Academy on Korriban, you can hack or use a console belonging to Master Uthar. This offers background on the Valley of the Dark Lords. There's also an option for searching the database regarding past Sith operations. If you search Master Uther's room, you find a datapad that plays an important part in the sidequest involving Carth's son. The importance of this datapad will be made clear in Carth's Messenger sidequest.

In Conversation #8, Carth says he doesn't believe the dark side can change someone so completely. If you're dark side, Carth expresses his concern.

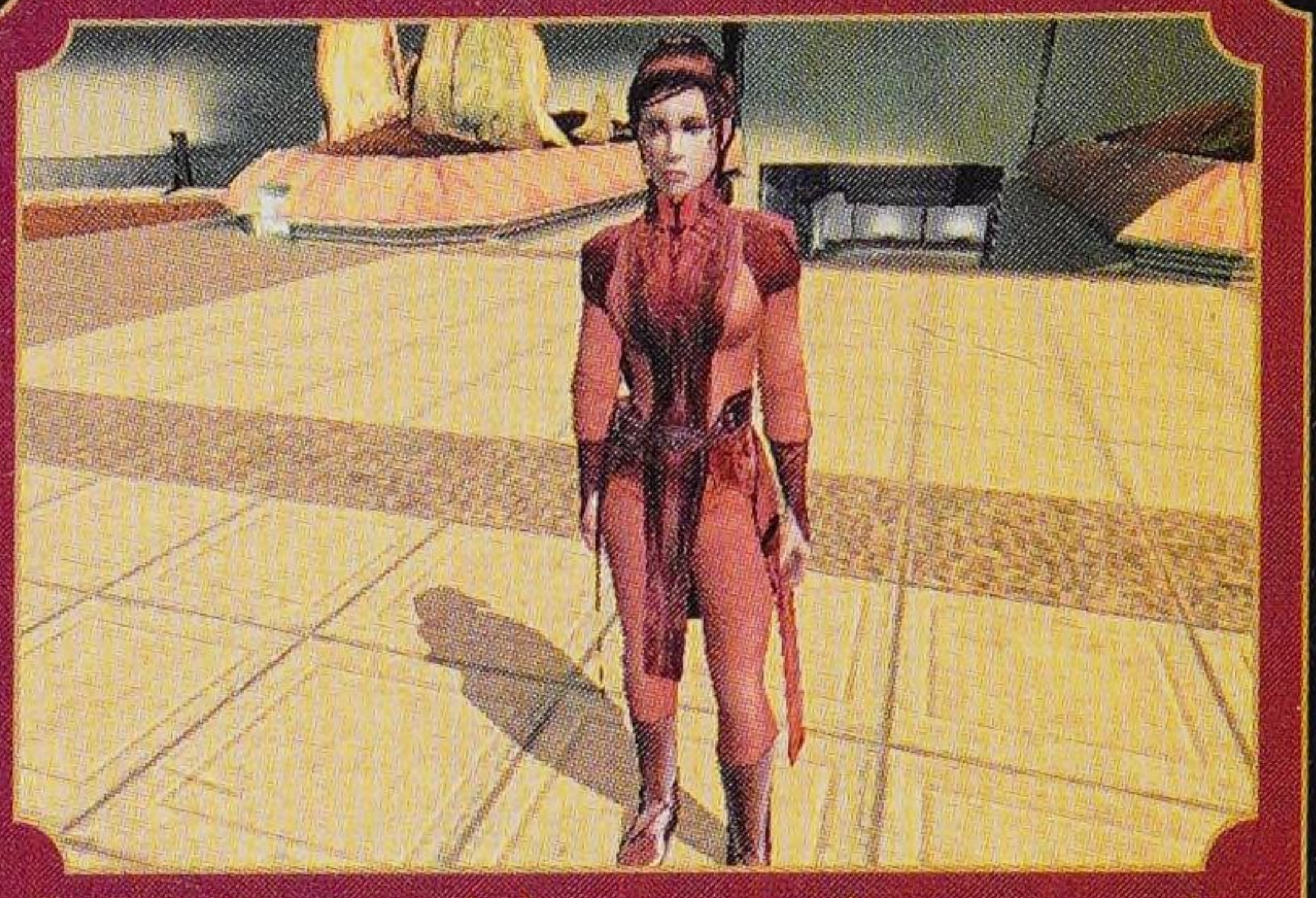
Conversations #9 and #10 are available after you collect the third star map. If you haven't reached Conversation #9 before you collect the fourth star map, the romance subplot ends. In Conversation #9, you can ask why Carth seems so distant. He explains that he's had difficulty remembering his wife's face. In Conversation #10, you can ask Carth how he intends to gain revenge, and he's surprised by the question.

Conversations #11 and #12 are available after you collect the fourth star map. If you haven't reached Conversation #12 before you collect the fifth star map, the romance subplot ends. In Conversation #11, Carth compliments your strongest skill and mentions that you've been invaluable. In Conversation #12, Carth expresses his concern for you. If you're light side, he's worried that you're making yourself a target. If you're dark side, he's worried about how much you've succumbed to violence and anger.

Conversation #13 takes place after the *Leviathan*. Bastila has been taken and Saul has been killed. Carth tells you a shocking bit of information. You can express surprise and tell Carth he has nothing to do with your destiny (which ends the romance subplot), or that you won't follow the same path. How much he believes your claim depends on your light side or dark side leanings. Conversation #14 takes place before the Unknown World encounter at the temple summit. Carth speaks to you before the challenge and promises to protect you. Conversation #15 takes place after the Unknown World encounter. If you've chosen the dark side, Carth runs off and swears that he'll save you. If you've chosen the light side, you can express your love for Carth, and he returns that love to you.

Main Quest: Bastila (Messenger)

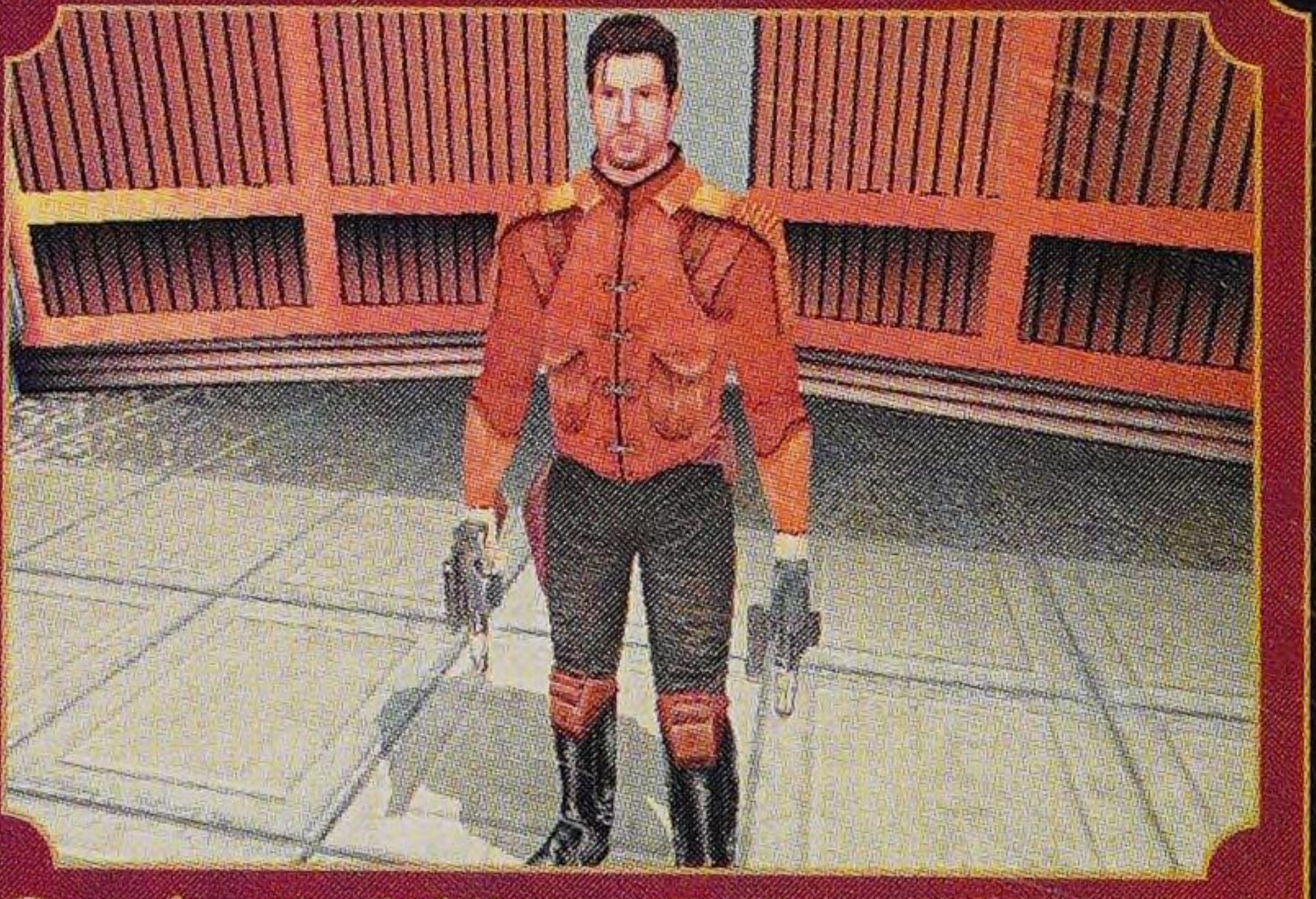
To initiate this quest, speak to Bastila frequently—ideally after every time you gain an experience level. Eventually, a messenger approaches Bastila at one of the spaceports and says that her mother, who lives on Tatooine, is dying. Travel to Tatooine and visit the cantina, where Bastila and her mother get into a fight. Bastila agrees to retrieve her dead father's holocron, which is in the krayt dragon cave. Find the holocron, talk to Bastila, and return to the cantina. Give up the holocron (light side) or keep it (dark side).



Bastila and her mother aren't on the best of terms.

Main Quest: Carth (Messenger)

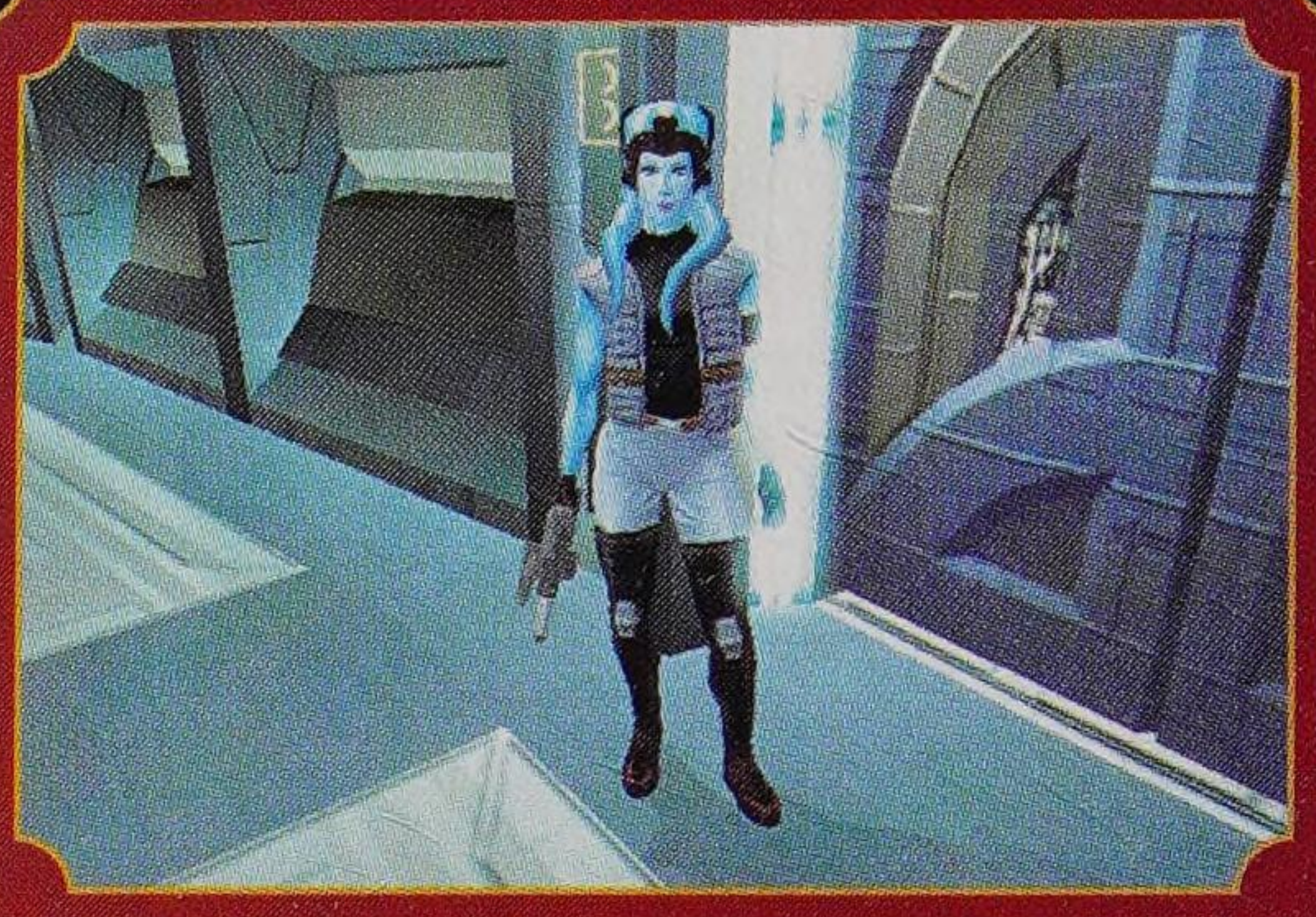
To initiate this quest, speak to Carth frequently—ideally after every time you gain an experience level. Eventually, a messenger approaches Carth at one of the spaceports and says that his son, once thought to be dead, is alive and well at the Sith Academy on Korriban. Travel to the Sith Academy and reunite Carth and Dustil, who's an intensely hostile youth. Break into Uthar's room and retrieve the datapad (light side) or kill Dustil (dark side).



Carth and his son Dustil aren't on the best of terms, either.

Main Quest: Mission (Messenger)

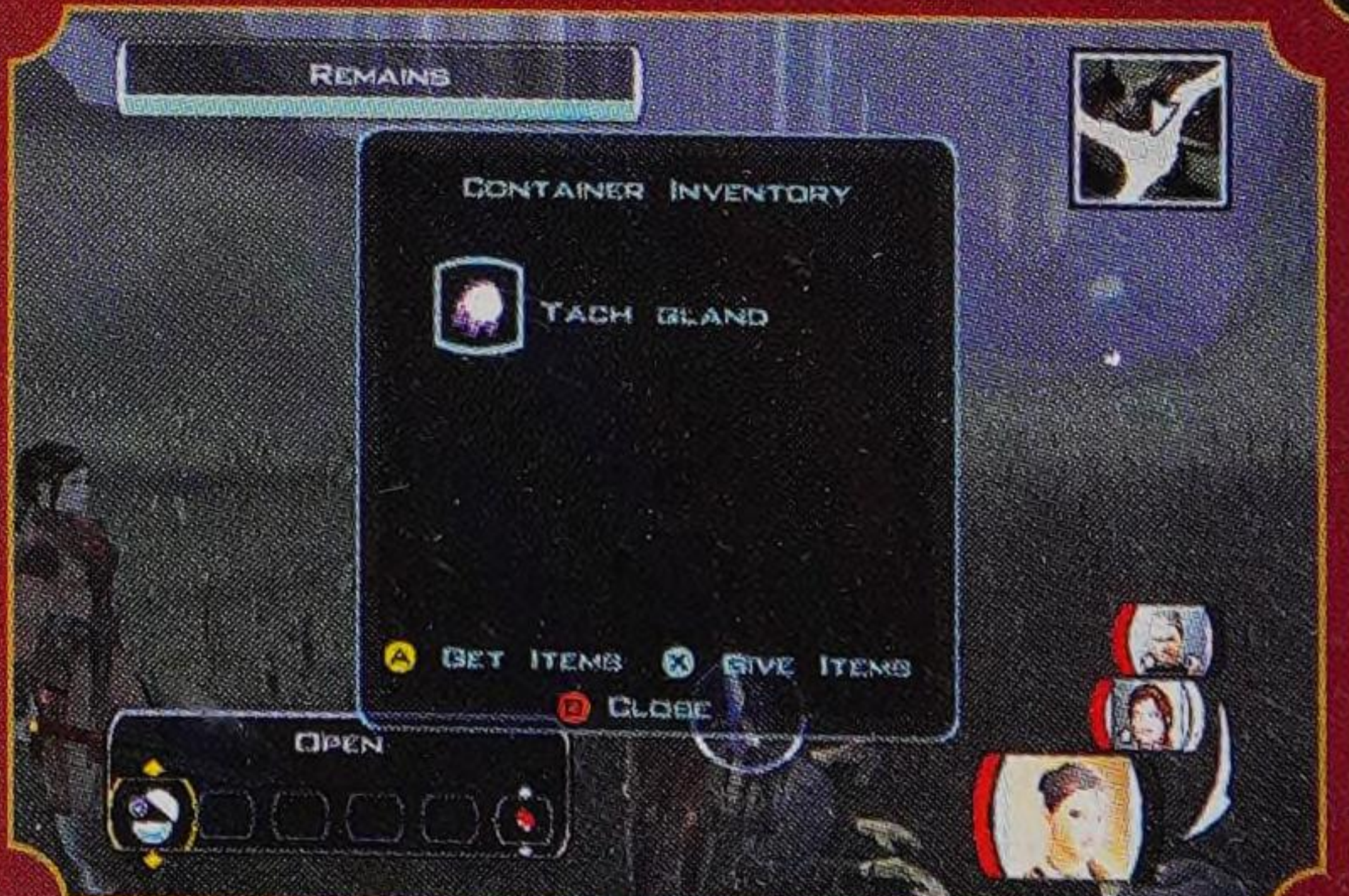
To initiate this quest, speak to Mission frequently, ideally after every time you gain an experience level, and a character named Lena will approach you in one of the spaceports. She reveals that Mission's brother Griff is on Tatooine working for Czerka, but when the player asks after him in the Czerka office, the official says that Griff was taken prisoner in a Czerka raid. Lena pleads for the safe return of Griff, who has apparently been captured by Sand People.



Mission and Lena aren't on ... oh, never mind.

After you speak to Lena, you can find further information about Griff from the Czerka Corporation office inside Anchorhead; mount a rescue mission into the Sand People enclave. Free Griff with the Sand Chieftain's permission or by killing off the whole Sand People's tribe. In addition to claiming the Jawas, you can either request, or demand, the freedom of Mission's brother. Once freed (by force or diplomacy), Griff waits for you at the Czerka Corporation offices.

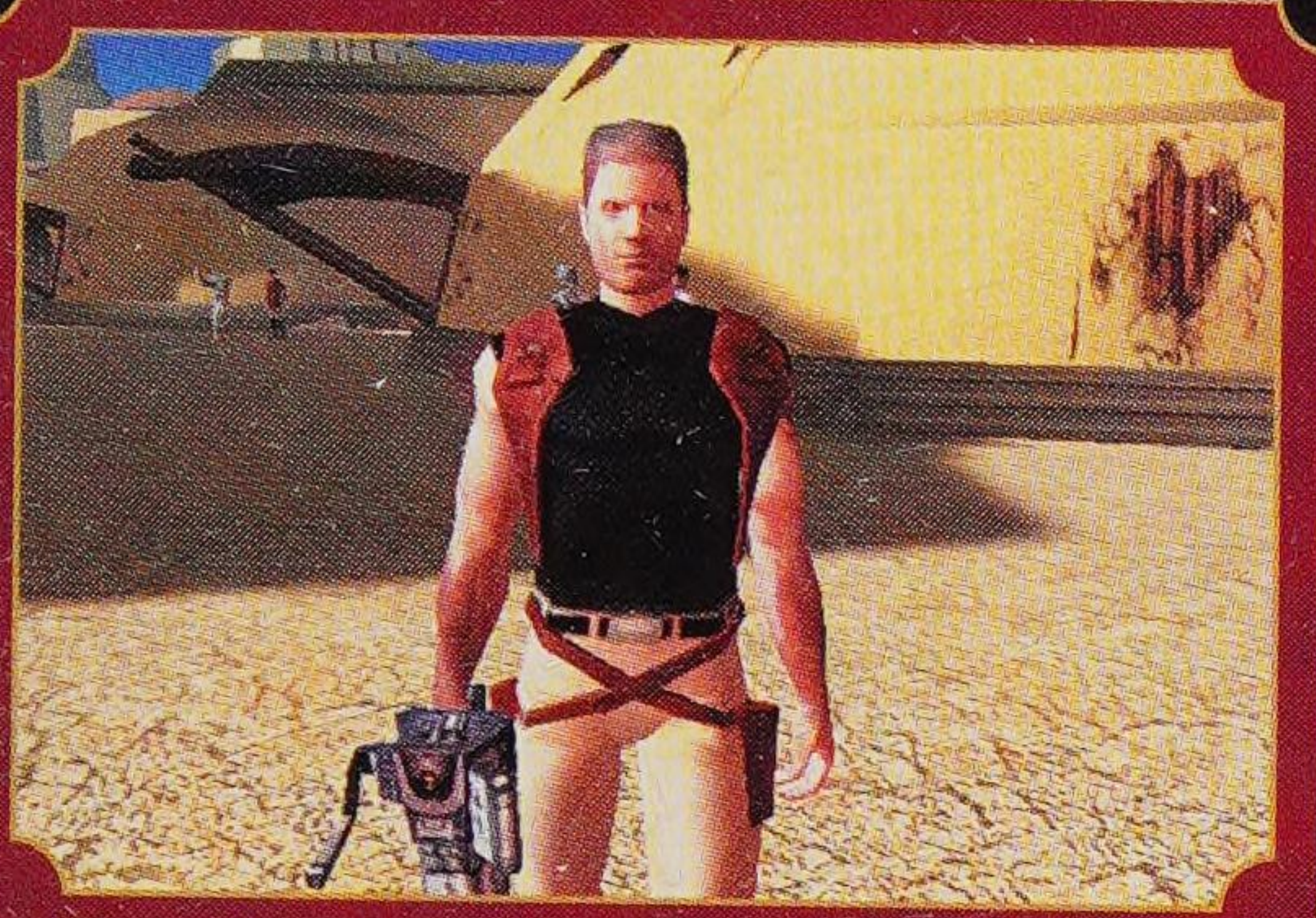
After you free Griff, he asks you to meet him in the Czerka office and asks you to secure a tach gland for him. This requires the player to go to Kashyyyk, head to the Shadowlands, and either offer to help the poachers hunt tach or steal one from their storage bins. After Griff acquires the gland, he'll disappear, possibly with some of your money.



Mission's brother Griff is desperate for a tach gland.

Main Quest: Candérous (Messenger)

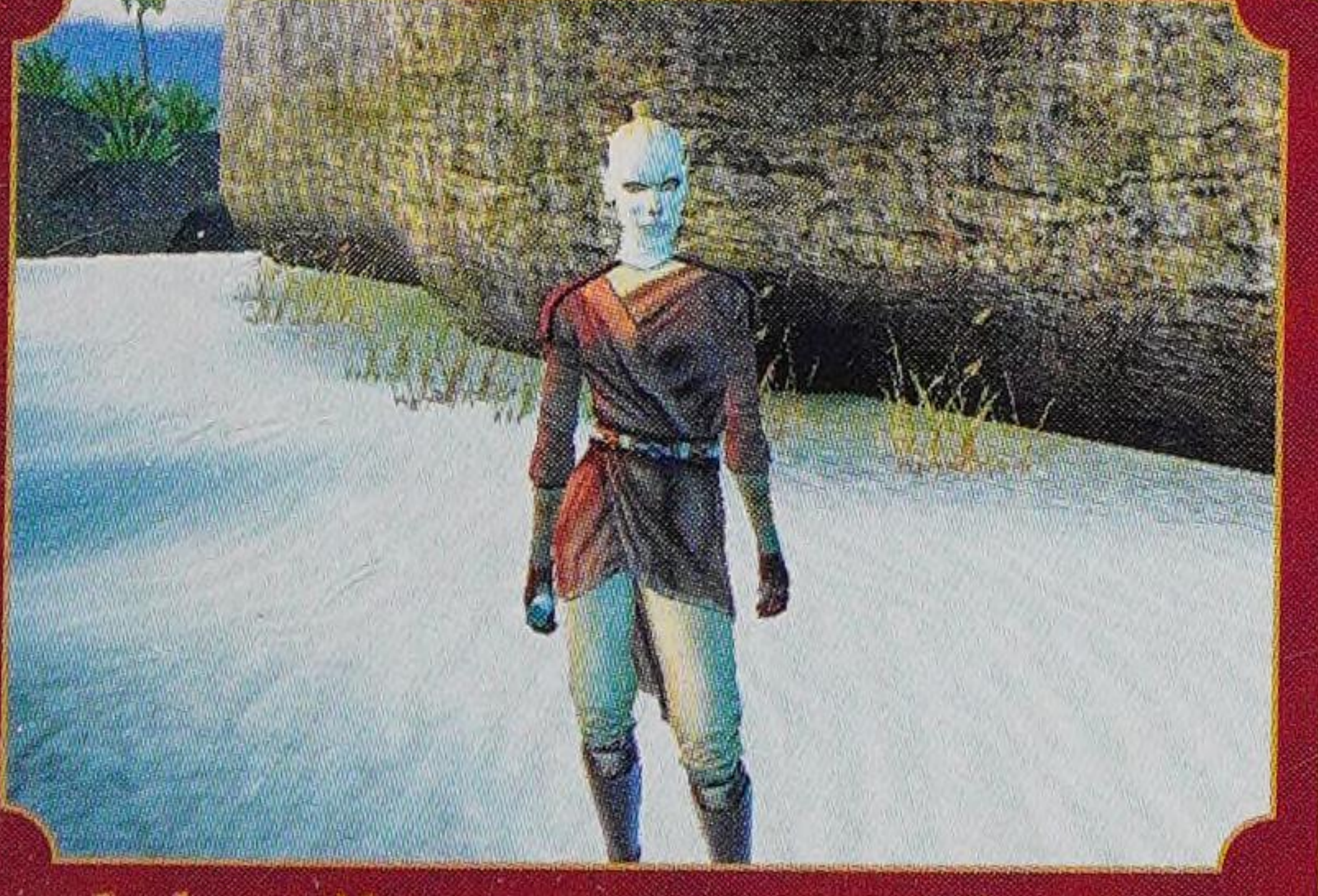
To initiate this quest, speak to Canderous frequently—ideally after every time you gain an experience level. Eventually, a Mandalorian named Jagy approaches Canderous at one of the spaceports and challenges him to a fight in the Dune Sea. Agree to the fight and defeat Jagy.



Canderous is not the kind of man to turn down a chance to kill someone.

Main Quest: Juhani (Messenger)

To initiate this quest, speak to Juhani frequently—ideally, after every time you gain an experience level. Eventually, a character named Xor approaches Juhani at one of the spaceports and talks about how he tried to buy Juhani as a young girl and now wants to purchase her as an adult. Xor leaves but shows up again later and attacks. You must encourage or discourage Juhani's dark side desires.



Juhani's tormentor tries to lure her back to the dark side.

Main Quest: Alien Stowaway

After collecting the second star map and returning to the *Ebon Hawk*, Zaalbar tells you that someone has been tampering with the food supply. Wander around the *Ebon Hawk* until you hear footsteps, and go inspect the food kiosk in the storage room. Now speak to the stowaway—or try to, since she doesn't speak Basic. You must figure out the dialect she speaks. If you end the conversation, she retreats to the food kiosk and stands there until you speak with her again.

Yooba me kapsle?

Who's been eating your food stores?

Once you learn to communicate with her, you learn that she's the daughter of a wealthy Dantooine settler. Her name is Sasha, and she was stolen away by Mandalorian slavers at an early age and was never taught to speak. (The only word she remembers from her time on Dantooine is her name.) She cobbled together her own language from the one spoken by the Mandalorians. If you learn this about Sasha, you can go to Dantooine and return her to her family.

An alien servant named Lur Arka Sulas at the landing port of Dantooine serves the family of the stolen girl. If you haven't yet uncovered her story, the Ithorian tells you that he waits here and questions new arrivals about a girl named Sasha. If you've uncovered her story, you can tell this to the alien servant, who takes Sasha back to her home.

Main Quest: Darth Bandon and Calo Nord

Your encounters with these two hardened killers aren't quests, but they are world-spanning and have thus been included here. At any of four points in the game, you are ambushed by Calo Nord (when you reach any of the four points for the first time) or Darth Bandon (when you reach any of the four points after slaying Calo Nord). The four points are:

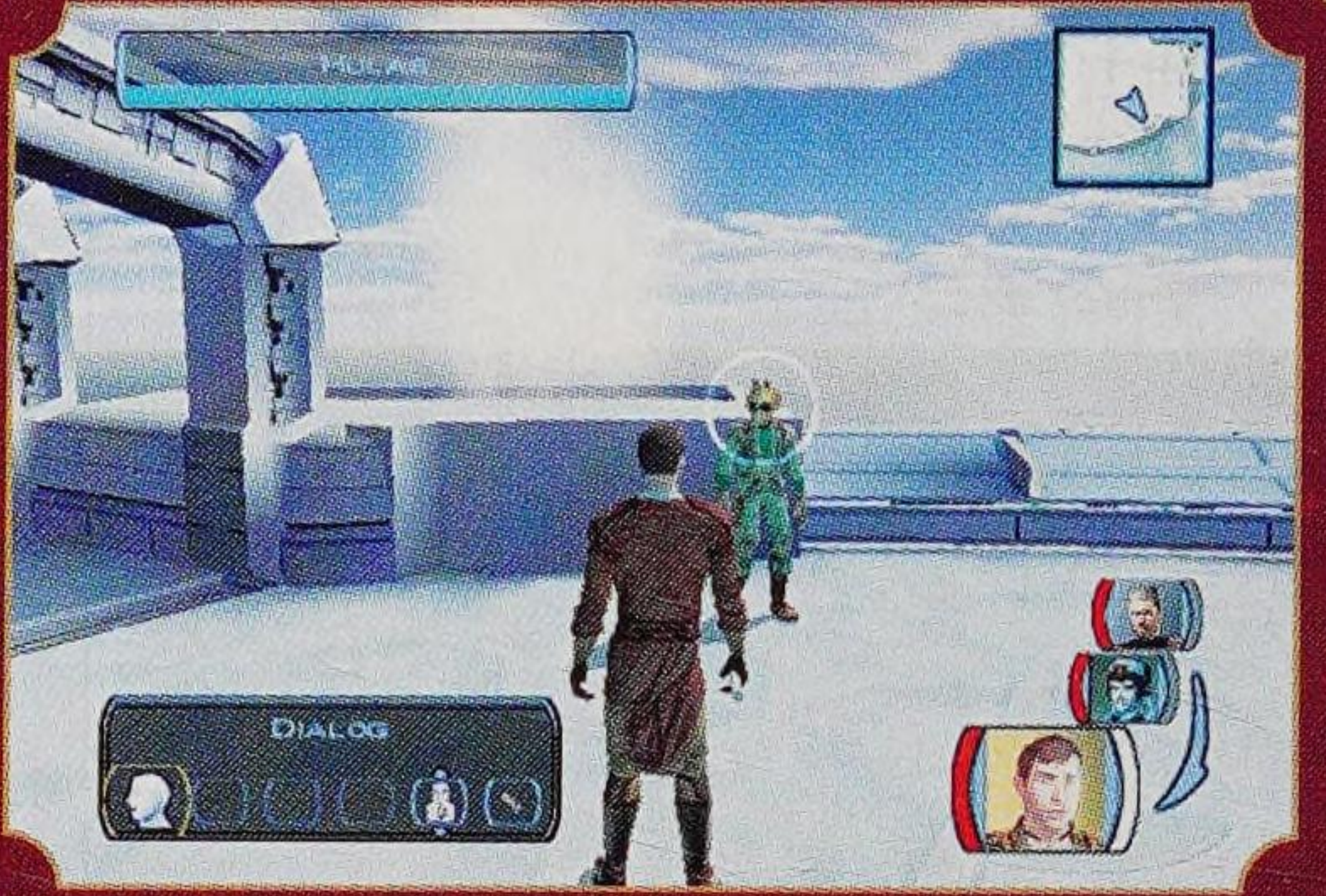
1. Descending into the Shadowlands of Kashyyyk.
2. Leaving the krayt dragon cave on Tatooine.
3. Leaving the Hrakert Station after collecting the star map on Manaan.
4. Entering the valley of the Dark Lords on Korriban.

It's not like you to take on partners, Canderous. You're getting soft.

Calo Nord wants you dead ... but we can't always get what we want.

Main Quest: GenoHaradan Assassin Guild

After you defeat Calo Nord, a Twi'lek named Senni Vak approaches you near the *Ebon Hawk* and gives you a datapad with instructions to meet a Rodian named Hulas on Manaan (in East Central Ahto) alone. If you approach Hulas with party members active, he acts like he doesn't know what you're talking about. If you approach him by yourself, he offers to make you a member of the GenoHaradan Assassin Guild if you carry out a few missions for him.



Hulas makes you an offer you can't refuse.

The first and second missions are easy: a Rodian named Lorgal in the Republic Embassy, and a Grann slaver named Zuulan Sentar at the Matale Estate. You only need to kill one of the two in order to advance to the remaining quests, but you can kill both if you want an extra item (up until you've killed off the second tier of opponents).

When you return to Hulas, he gives you three more targets: a Gamorrean named Vorn Daasrad (find his droid in the Sand People territory), a Selkath named Ithoriak Guldar (talk to his servant Vek in the Manaan swoop lounge), and a shape-shifter named Rulaan Prolik in the Upper Shadowlands (find a Wookiee corpse with a datapad mentioning the "faceless one," then find a Wookiee impersonating the one whose corpse you found).

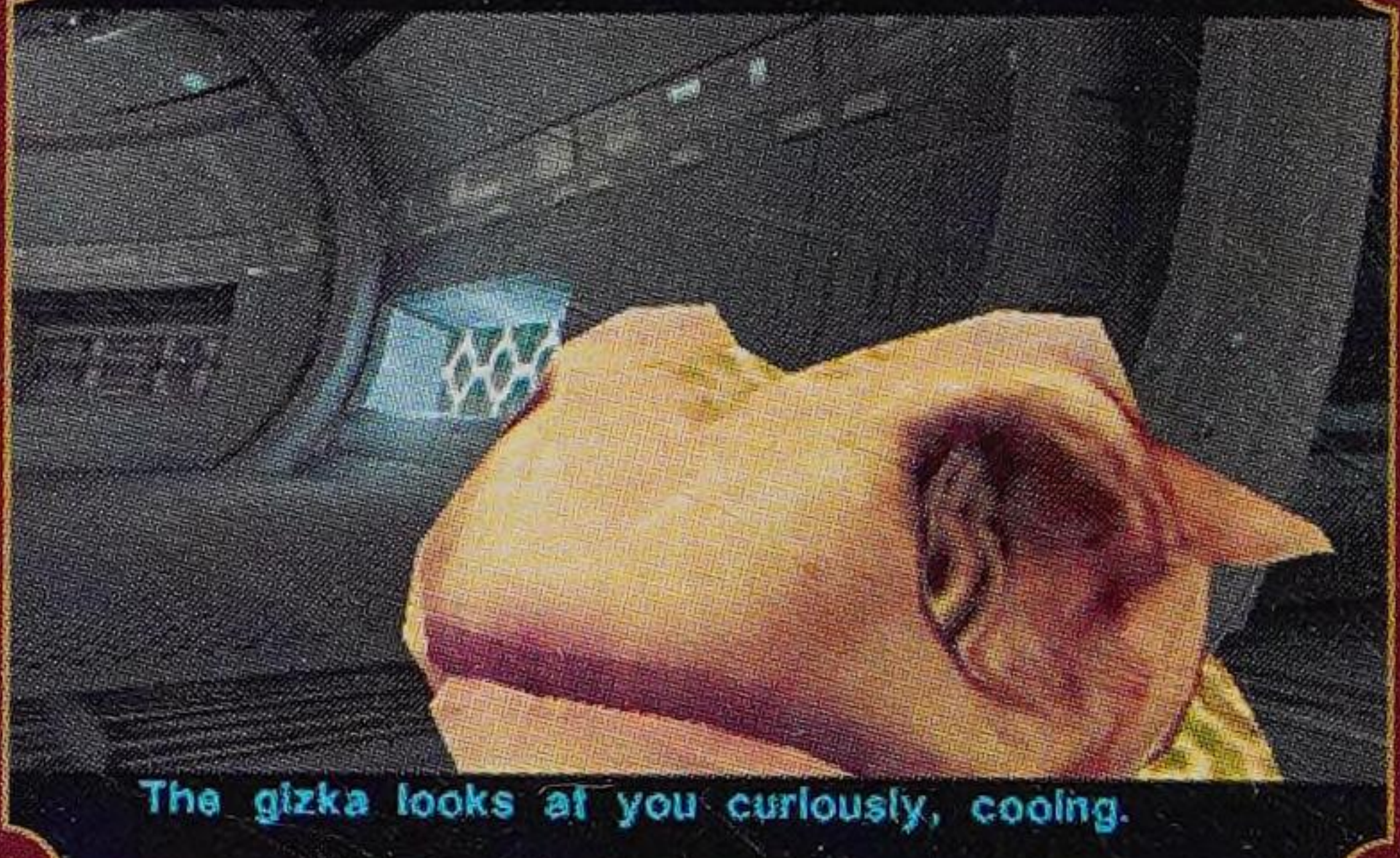
WOOKIEE CORPSE
OPEN

Assassination for fun and profit!

When you've killed all three targets, return to Hulas and discover he's double-crossed you. If you wish, you can challenge him to a duel; he asks you to show up alone at the Dune Sea. Hulas will bring a squad of assassins to the duel, however, so bring your own party members if you hope to prevail.

Main Quest: The Trouble with Gizka

When you arrive on Tatooine and depart the *Ebon Hawk* for the first time, you're approached by an alien named Jor Ul Kurax, who says that a "shipment" has been delivered to the ship "as requested." You can ask what Kurax means, but he says that the gizkas are your problem now.


The gizka looks at you curiously, cooing.

Invasion of the gizkas!

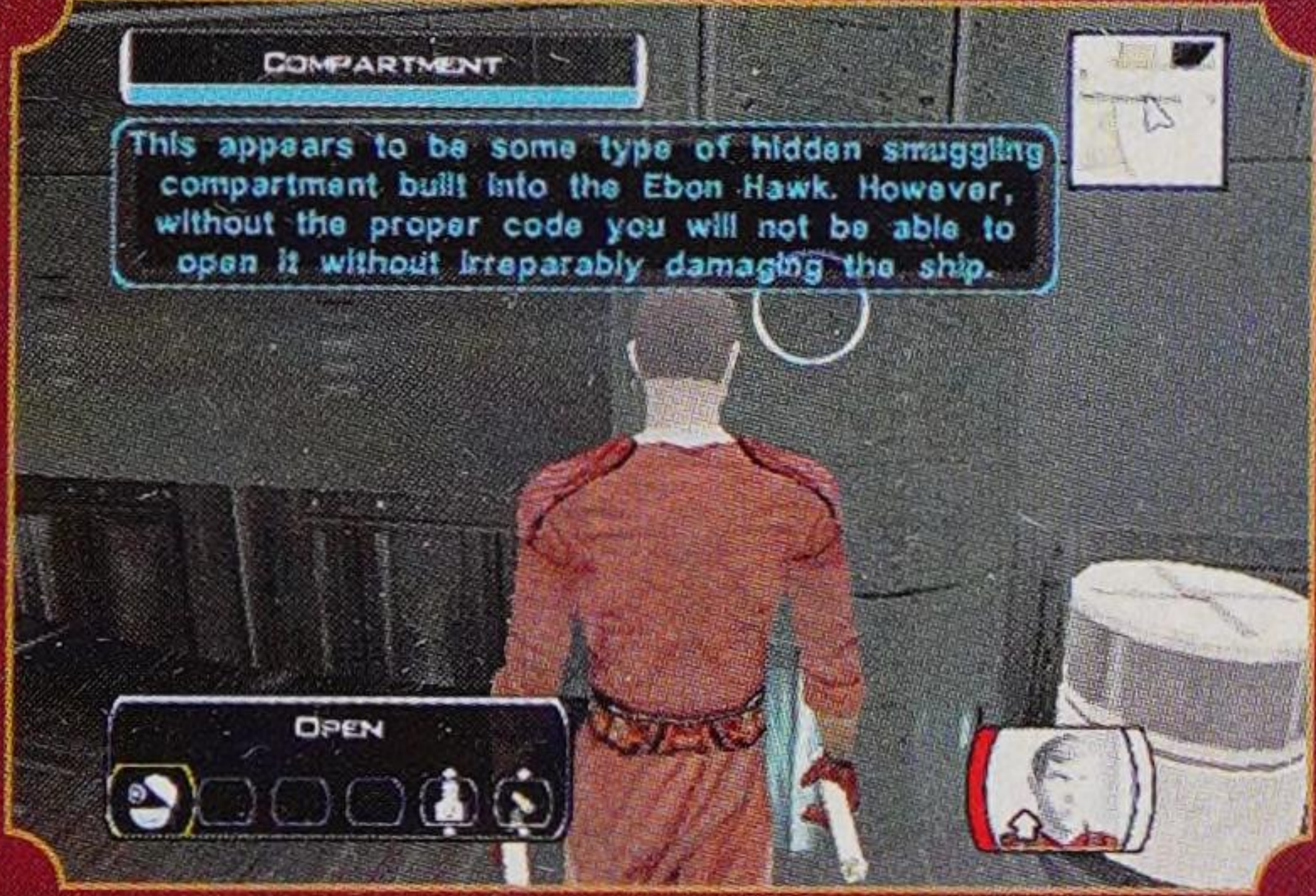
The next time you board the *Ebon Hawk*, you find six gizkas hopping around. Each time you land on a planet, the number of gizkas doubles, until you reach a maximum of 96. You can pick up or snap the neck of each gizka, but when you pick one up, another spawns to take its place. There are two methods to completely eliminate the gizkas.

The first method is to purchase gizka poison from one of the stores or merchants that sell it. Two such vendors are Mic'Tunan'Jus in the Tatooine spaceport and the bartender in the Tatooine cantina. The poison causes a gizka to go rabid and attack other gizkas; a bitten gizka turns rabid as well. A rabid gizka dies after a few moments.

The second method is to speak with Nubassa, the Selkath in the docking area of Manaan. He takes the gizkas from you for his zoo exhibit. Your light side/dark side score is unaffected by the method you choose.

Main Quest: Unfinished Business

On Korriban, next to the Dreshdae cantina, you run into a Rodian named Lurze Kesh. He's heard about the arrival of the *Ebon Hawk* and asks if you're the pilot. If you say yes, he asks about a shipment from Davik. Davik's men were to deliver a shipment of spice to Lurze, and he thinks the spice may be on the *Ebon Hawk*. He asks that you look for a hidden compartment on the ship, and he gives you a passcode (RED-47) to open the compartment.

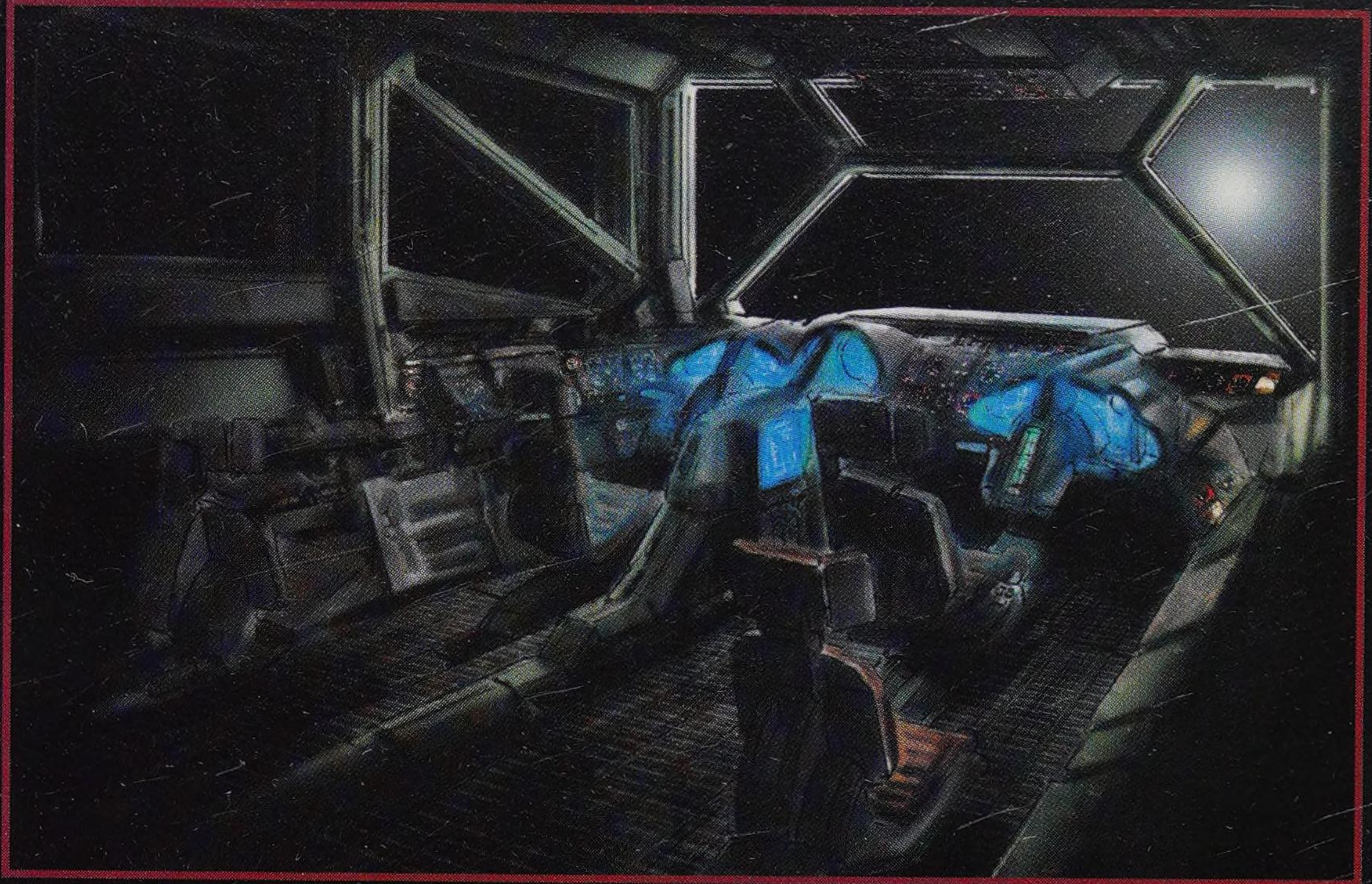

COMPARTMENT

This appears to be some type of hidden smuggling compartment built into the Ebon Hawk. However, without the proper code you will not be able to open it without irreparably damaging the ship.

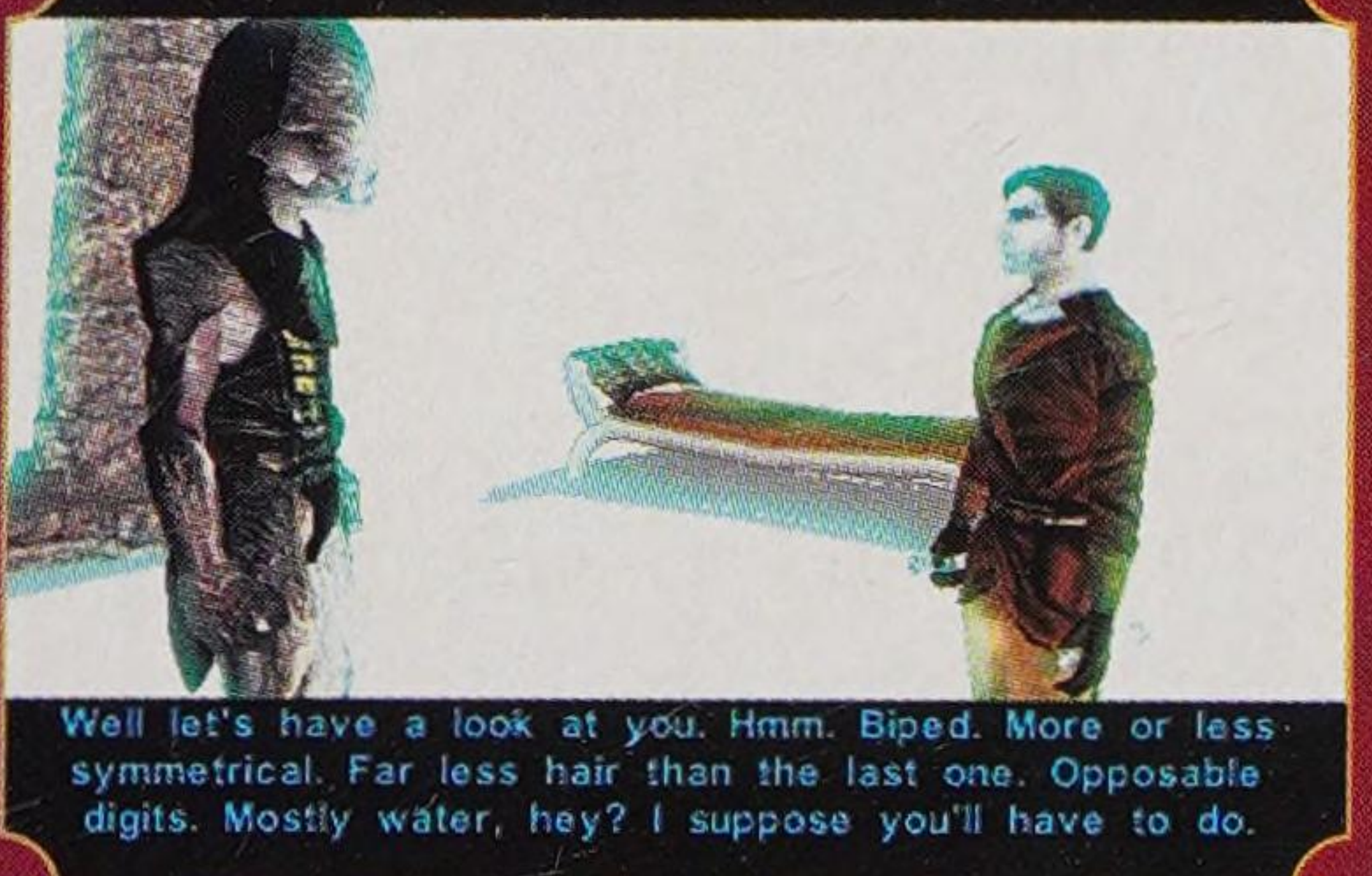
Every ship needs a secret compartment.

Return to the *Ebon Hawk* and go into the cargo hold (with the emergency cache of food and the various containers on the floor). Toward the back of the room is a cylindrical object sticking out of the wall. This is the hidden compartment. Open it and return to Lurze with the spice.

Lurze is quite pleased and rewards you with 1,000 credits. If your persuade skill is high enough, you can convince him to increase the payment to 1,500 credits. When the transaction is complete, Lurze asks if you're interested in earning additional credits. Lurze has a simple courier mission: taking a package to a Hutt named Motta on Tatooine. Deliver the package and you'll be rewarded with 2,000 credits. Agree to the task and Lurze has the package loaded onto the *Ebon Hawk*. He also admonishes you not to open the box, under any circumstances.



If you open the box, you find yourself alone, in a "room" of endless white, featureless except for a small bed surrounded by four pillars. As you approach the pillars, a Rakatan emerges from behind one of them. Speak with the Rakatan to discover that you're trapped inside a mind prison. The Rakatan was a great leader who started a civil war within the Rakatan empire. He was captured and sentenced to eternity inside the mind prison.


Well let's have a look at you. Hmm. Biped. More or less symmetrical. Far less hair than the last one. Opposable digits. Mostly water, hey? I suppose you'll have to do.

Riddle me this, Rakatan.

The Rakatan has found a way out of the prison, but he can't return to his body, as it's long dead. He can, however, transfer his consciousness into your body. The Rakatan challenges you to a set of riddles. If you answer one incorrectly, the Rakatan will seize your body. If he answers one incorrectly, he'll send you back to your body, unharmed. Here are the riddles and the answers:

1. Until I am measured, I am not known, yet how you miss me when I have flown. (Time)
2. I never was, yet always will be. I am never seen, yet always come. I can carry nothing, yet hold much for some. (Tomorrow)
3. Who makes it has no need of it. Who buys it has no use for it. Who uses it has no knowledge of it. (Grave)
4. I am always hungry, I must be fed. The finger I lick will soon turn red. (Flame)

After you answer all four riddles correctly, the Rakatan will fail one of your riddles, then keep his promise and return you to your body.

Go to see Motta in Anchorhead's swoop registration building. He rewards you with 2,000 credits, but you can bargain him up to 2,500.

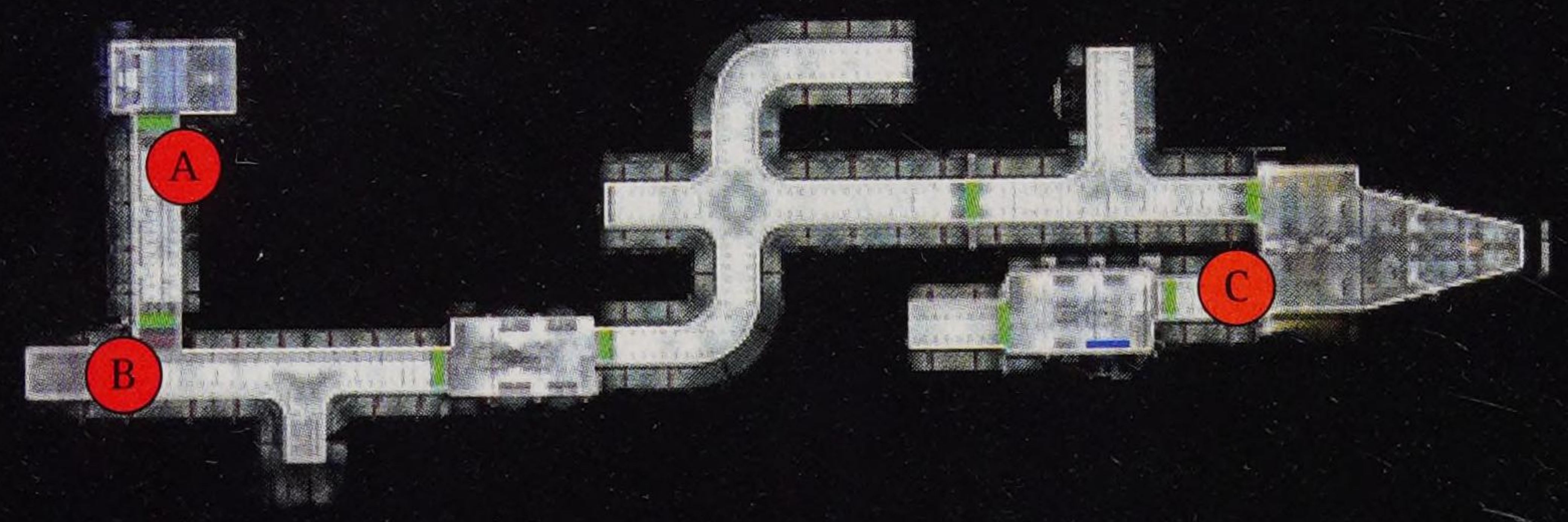
Endar Spire

Mission Overview

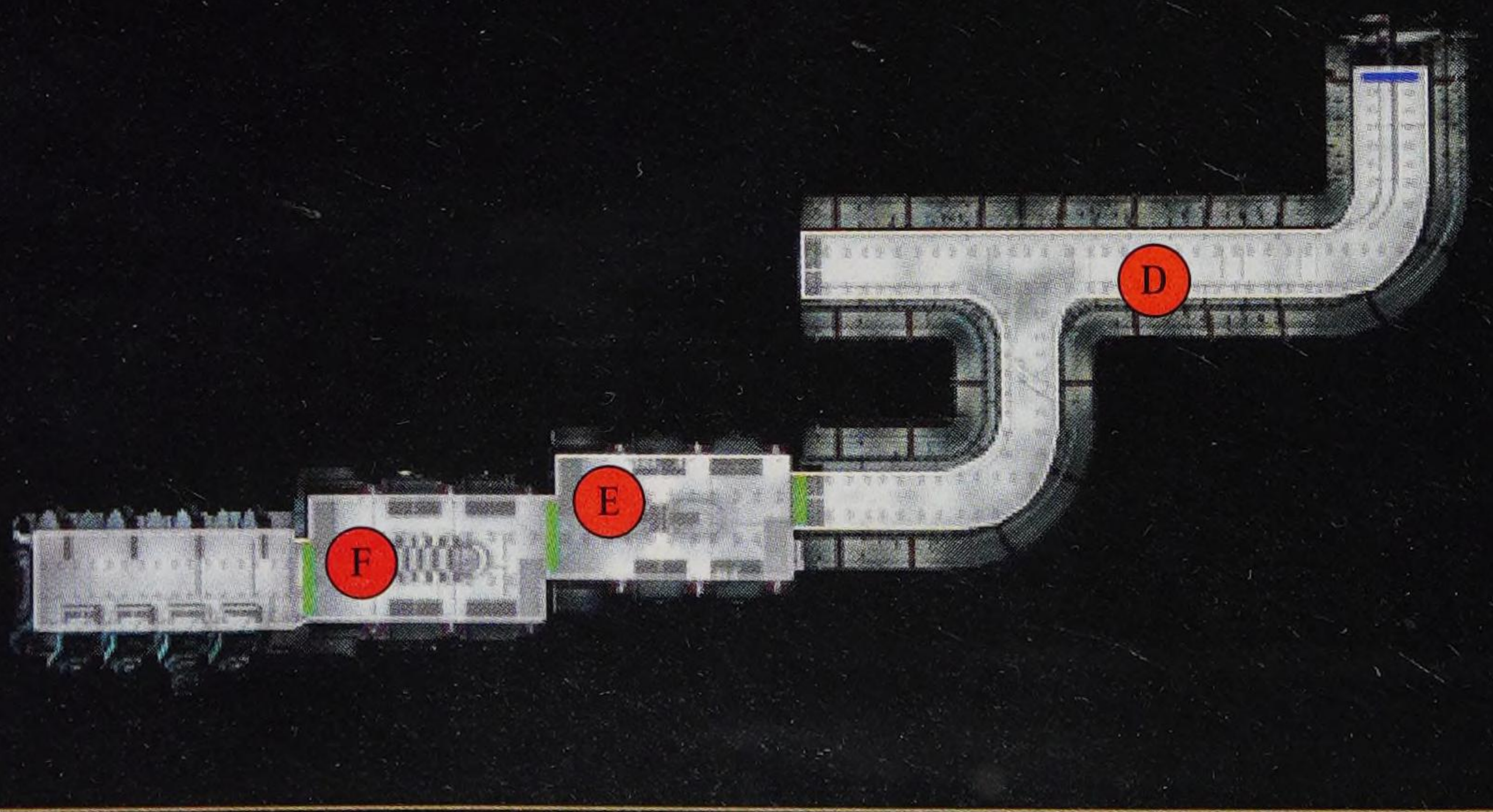
This mission familiarizes you with the game's controls and inventory. You're asleep in a Republic starship that's been attacked by unknown forces, so time is of the essence! Follow your companion Trask's instructions, and you may get off this crippled hulk alive!

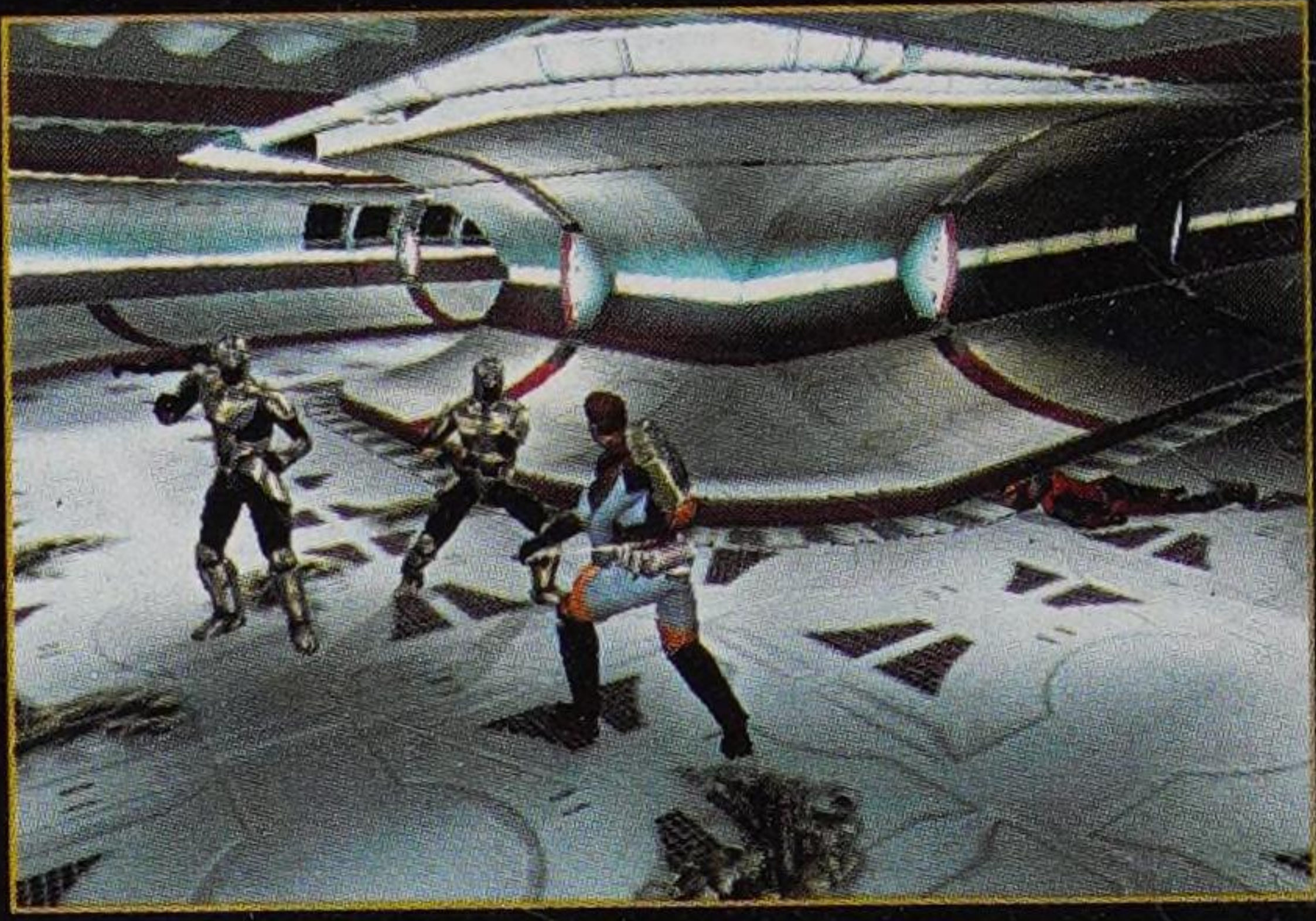
Area Overview 1: *Endar Spire*

Endar Spire 1



Endar Spire 2





You're in the section of the *Endar Spire* that encompasses the crew quarters, the bridge, and the escape-pod chamber. Investigate only these areas. Search every gray box and canister for items, and follow the directions of the characters you meet ... as long as they're not sporting Sith battle armor!

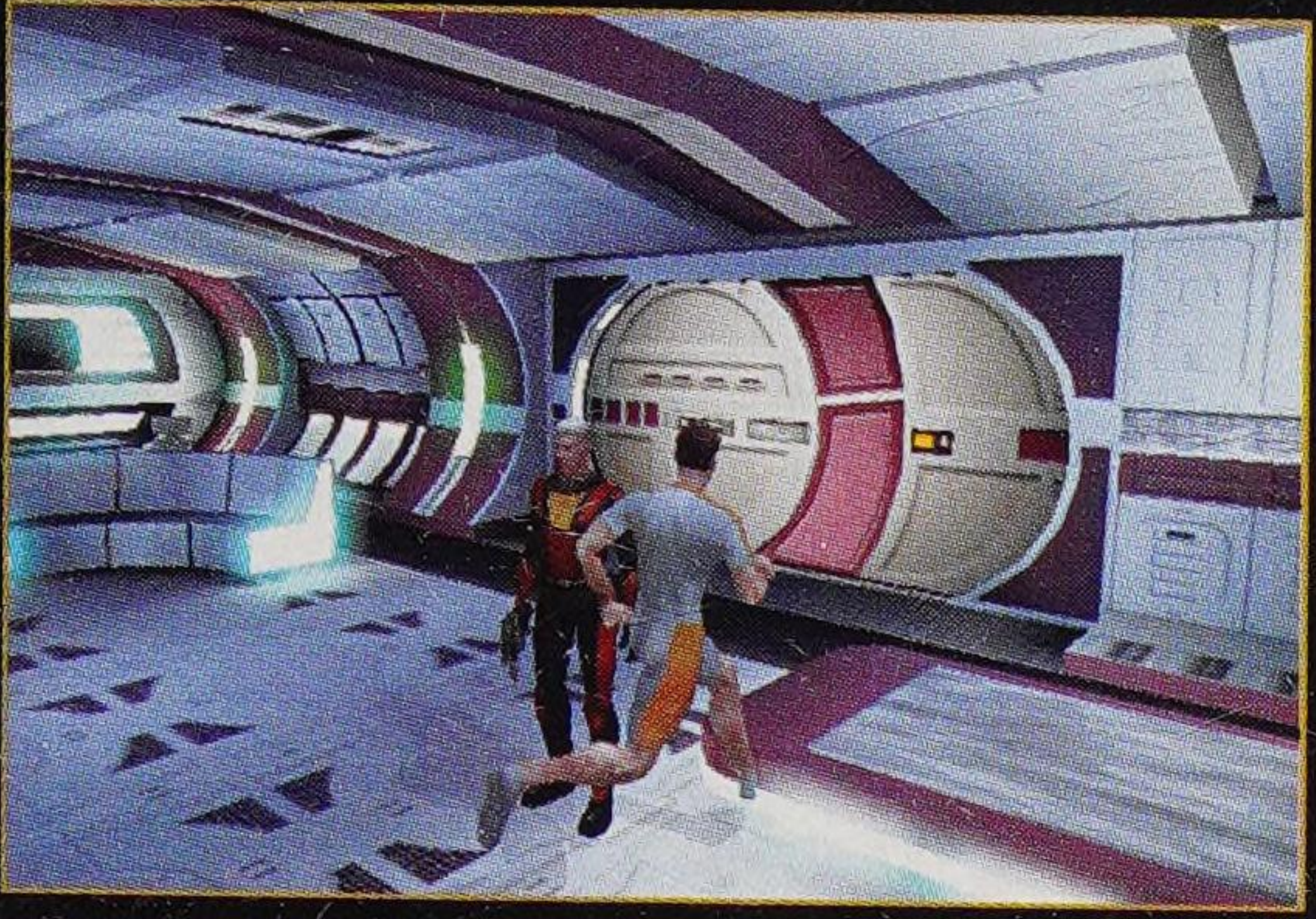
Main Quest Path

You have one critical quest to complete during your escape from this doomed craft. There are no optional quests–only to leave this ship in an escape pod, hopefully rendezvousing with key Republic personnel prior to or after the launch. Below are quick notes on how to complete each remaining Main Quest portion:

Attack on the *Endar Spire*

~ Locate and use an escape pod, after meeting Carth.

Action 1: Escaping the *Endar Spire*



You begin on board a Republic military transport vessel (Waypoint A). You meet Trask, who informs you that an urgent meeting with Bastila, the leader of this Republic force, has been confirmed. Bastila is on the bridge and expecting you. Follow the basic instructions that Trask gives you about interacting with equipment and your environment.

Trask Ulgo

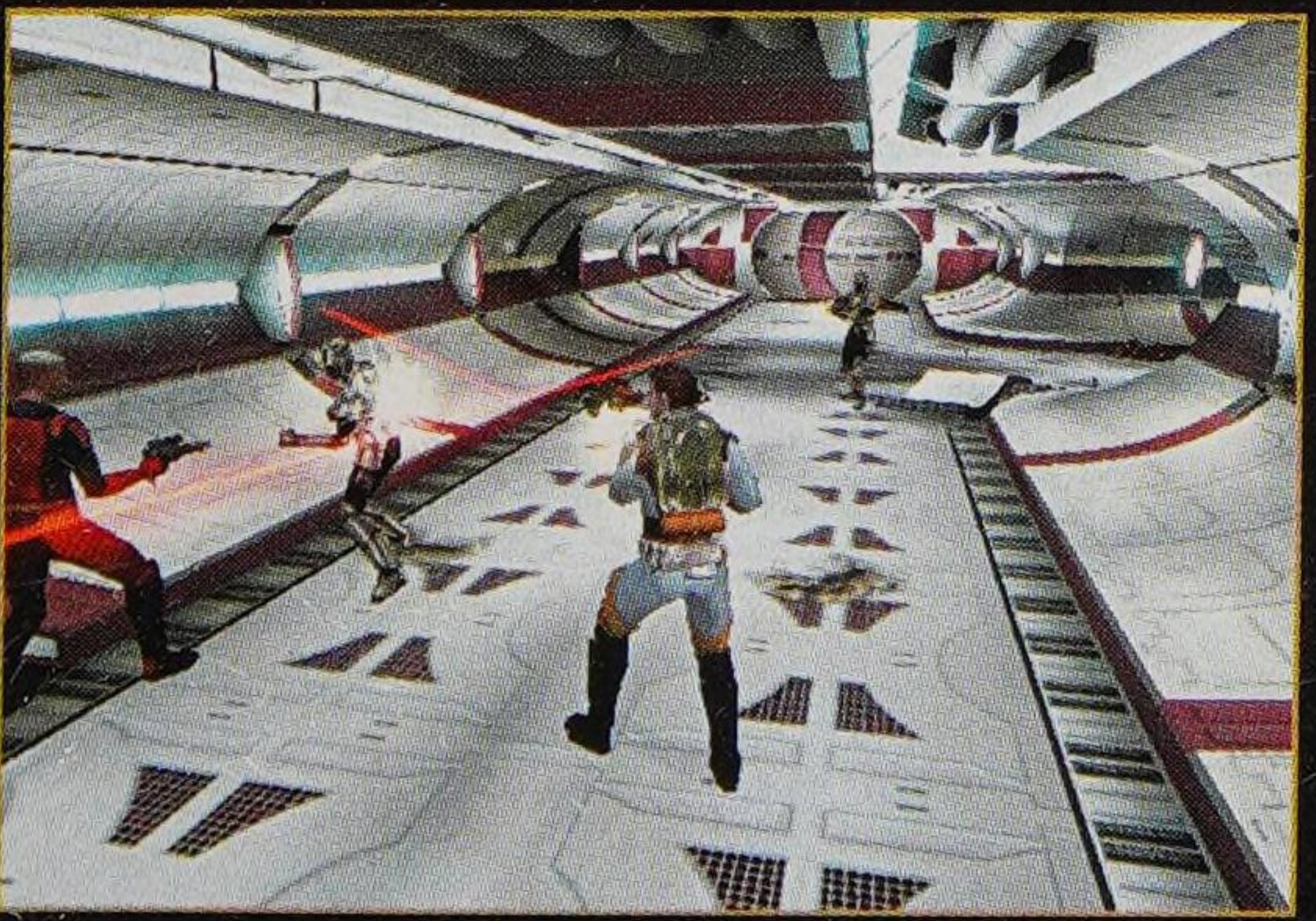
Class: Soldier

LEVEL	VITALITY	DEFENSE
3	36	10

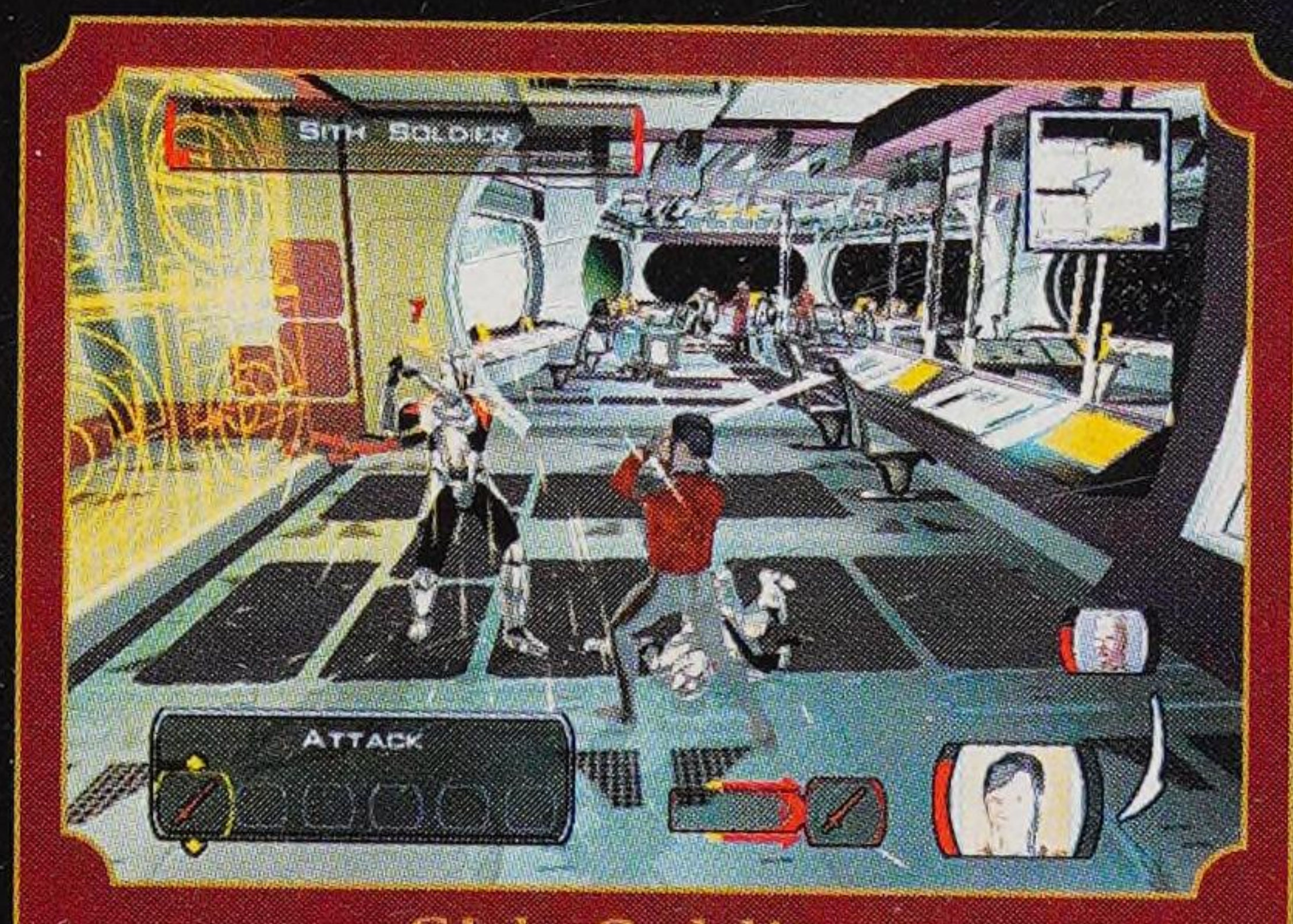
Abilities

Computer Use, Demolitions, Stealth, Awareness, Persuade, Repair, Security, Treat Injury

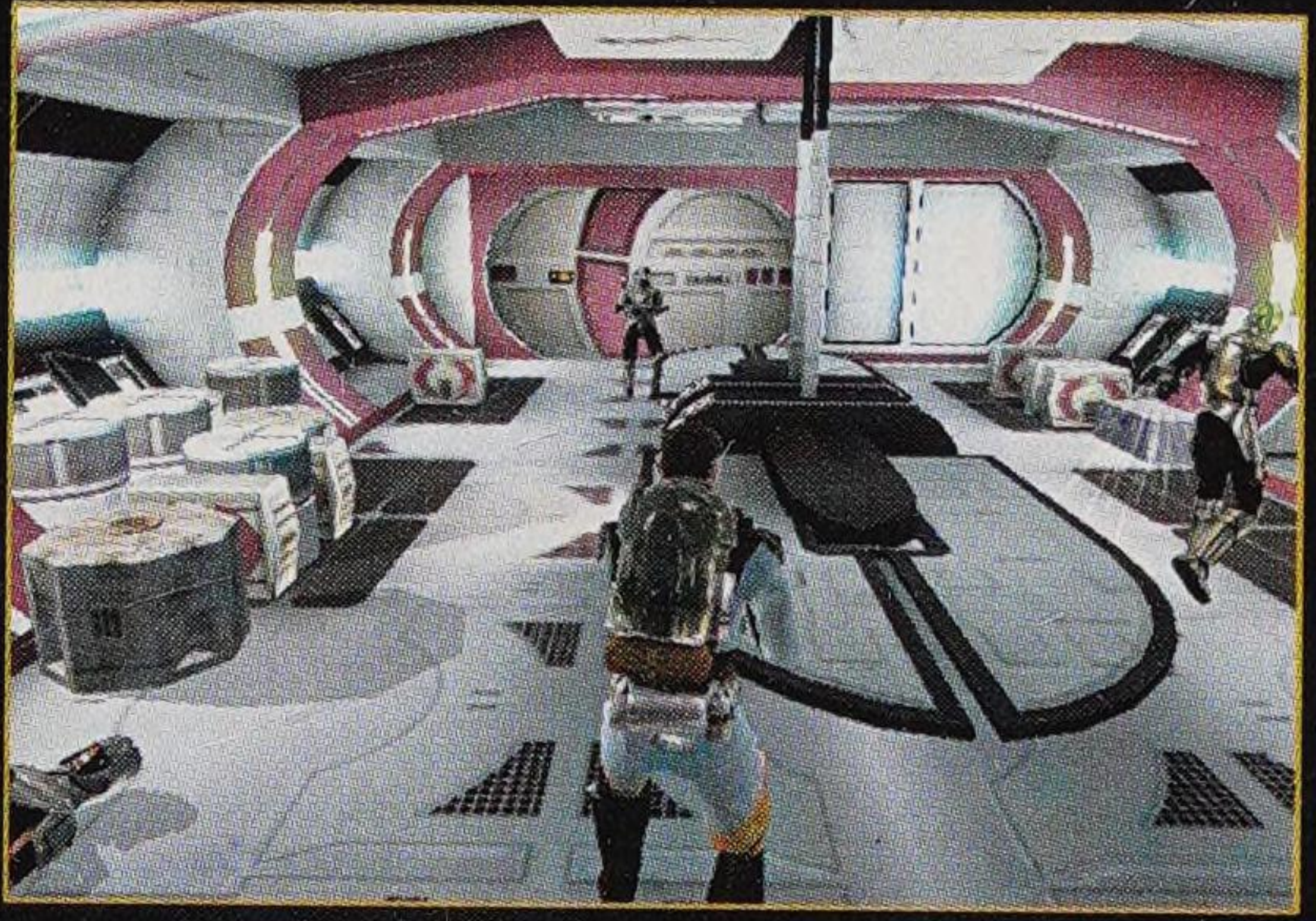
Talk to Trask, access your inventory areas, and familiarize yourself with using another party member, then have Trask open the door, and step through. On the other side, you pass a utility droid (Waypoint B). This droid inspection is available after you hear from Carth Onassi, a highly respected Republic soldier.



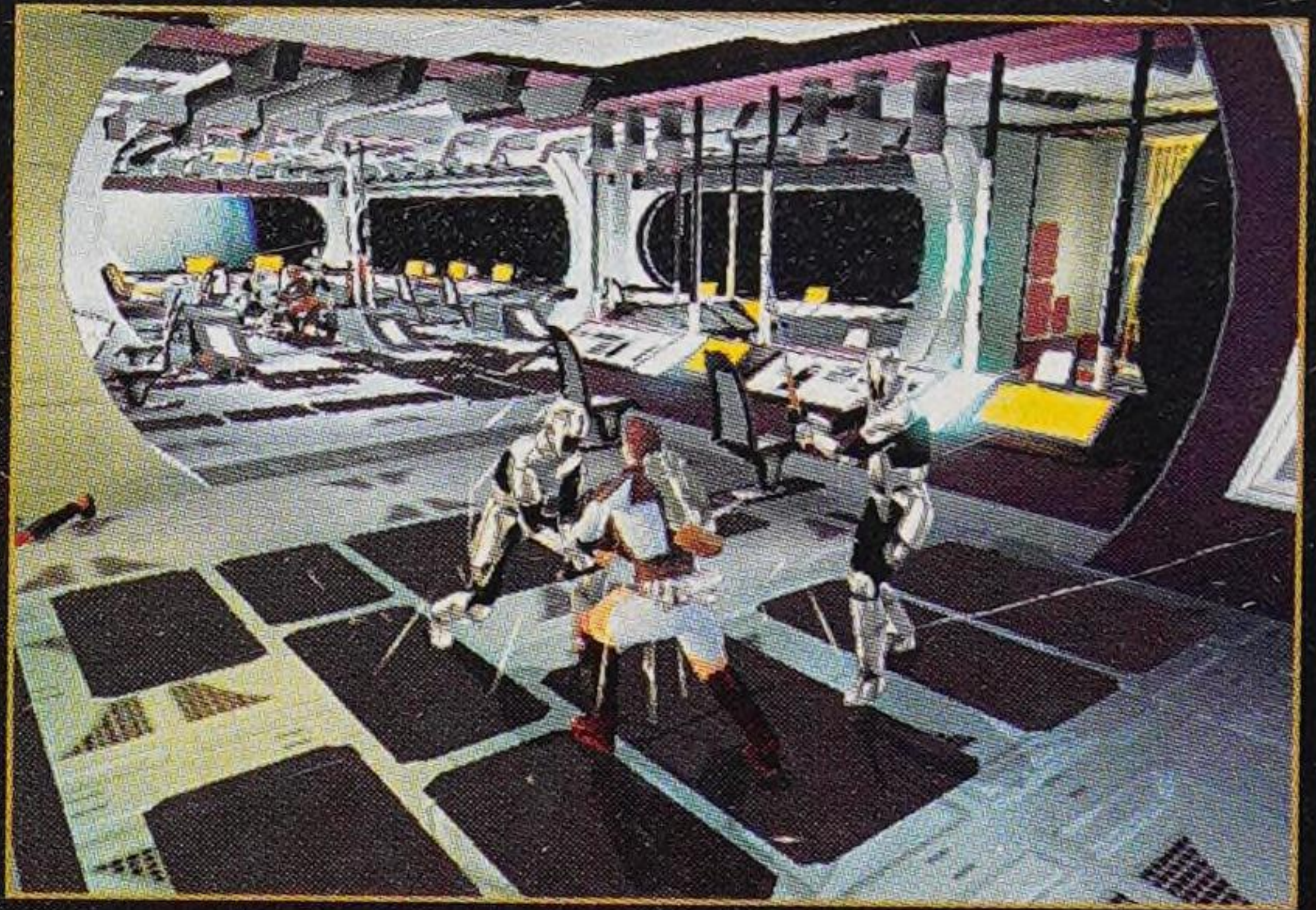
In the corridor you hear from Carth and can communicate via a wrist device. Use Trask's security skill to unlock the door, explore the ship's corridors, and look for items inside the gray containers. Avoid doorways with wreckage strewn at the base—you cannot access these. Move to the bridge (Waypoint C). However, prior to this, there's a Sith boarding party to deal with!



Sith Soldiers

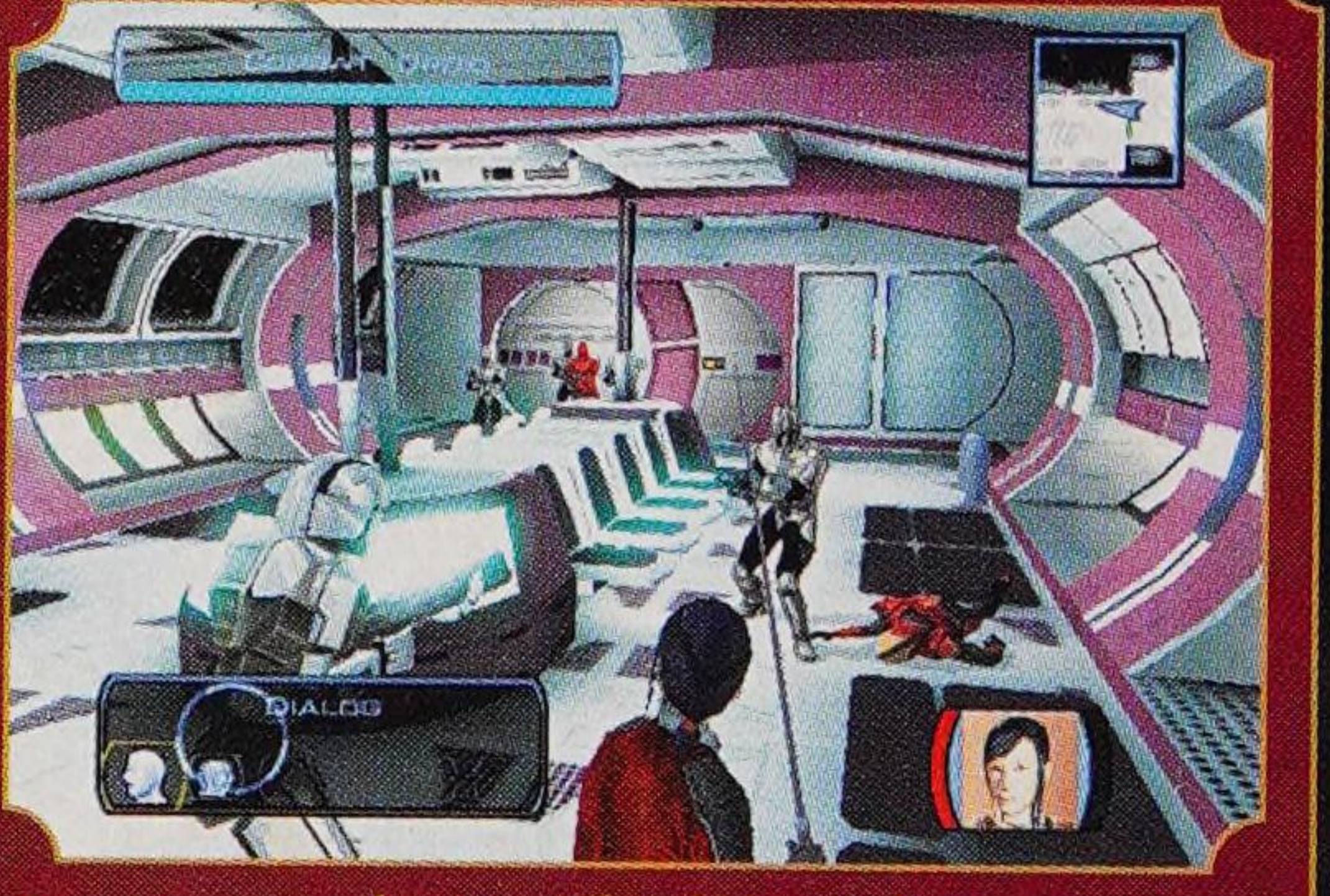


As you move through the ship's corridors, you face a few Sith soldiers who have boarded this vessel, and you're quickly taught combat techniques. Refer to the guide's "Training" section for further instructions. When you can, engage the Sith in a quick melee combat (equip your weapon of choice). Save your progress before your first try! In the second room with two Sith soldiers, loot the bodies and footlockers for equipment. In the crossroads chamber, learn the ways of grenade-based, ranged, and melee combat against five Sith soldiers. Prior to reaching the bridge, you witness a fight pitting a Dark Jedi against one of your own Jedi masters. Alas, both fall! Continue the Sith mop-up duties.

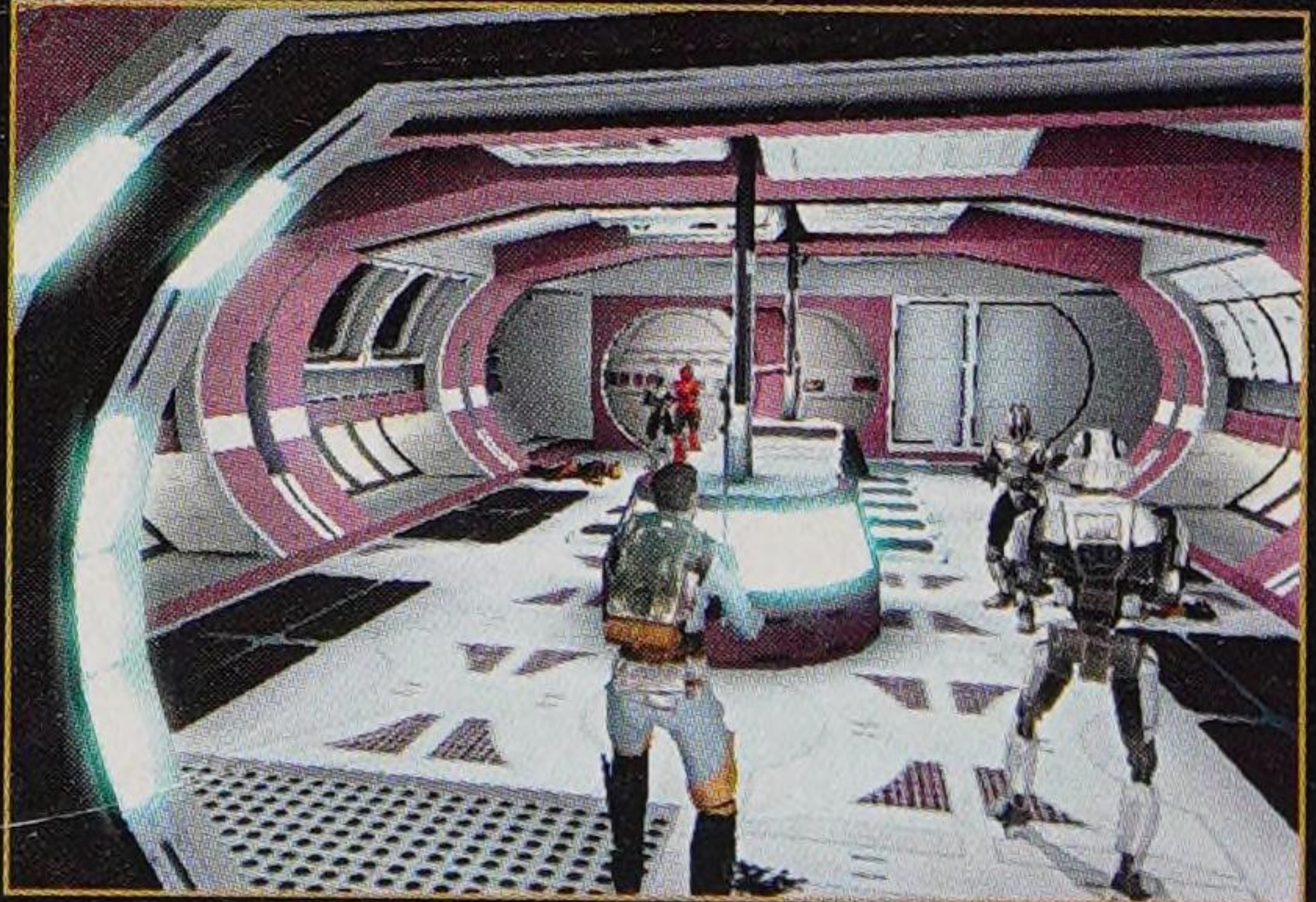


Once on the bridge, you learn that the *Endar Spire* is disintegrating and you must reach the escape pods. Carth will guide you there. Take out the remaining Sith on the bridge, check the bodies (don't forget the backpack in the corner). When you've leveled up, you can enter the ship's final area. Trask splits off to face Darth Bandon on his own; while he sacrifices himself, you must escape!

Bastila is nowhere to be found. Exit into the corridor (Waypoint D) and engage the two Sith guarding the storage room doorway (a good stealth skill helps here). Inside the room is an assault droid (Waypoint E).

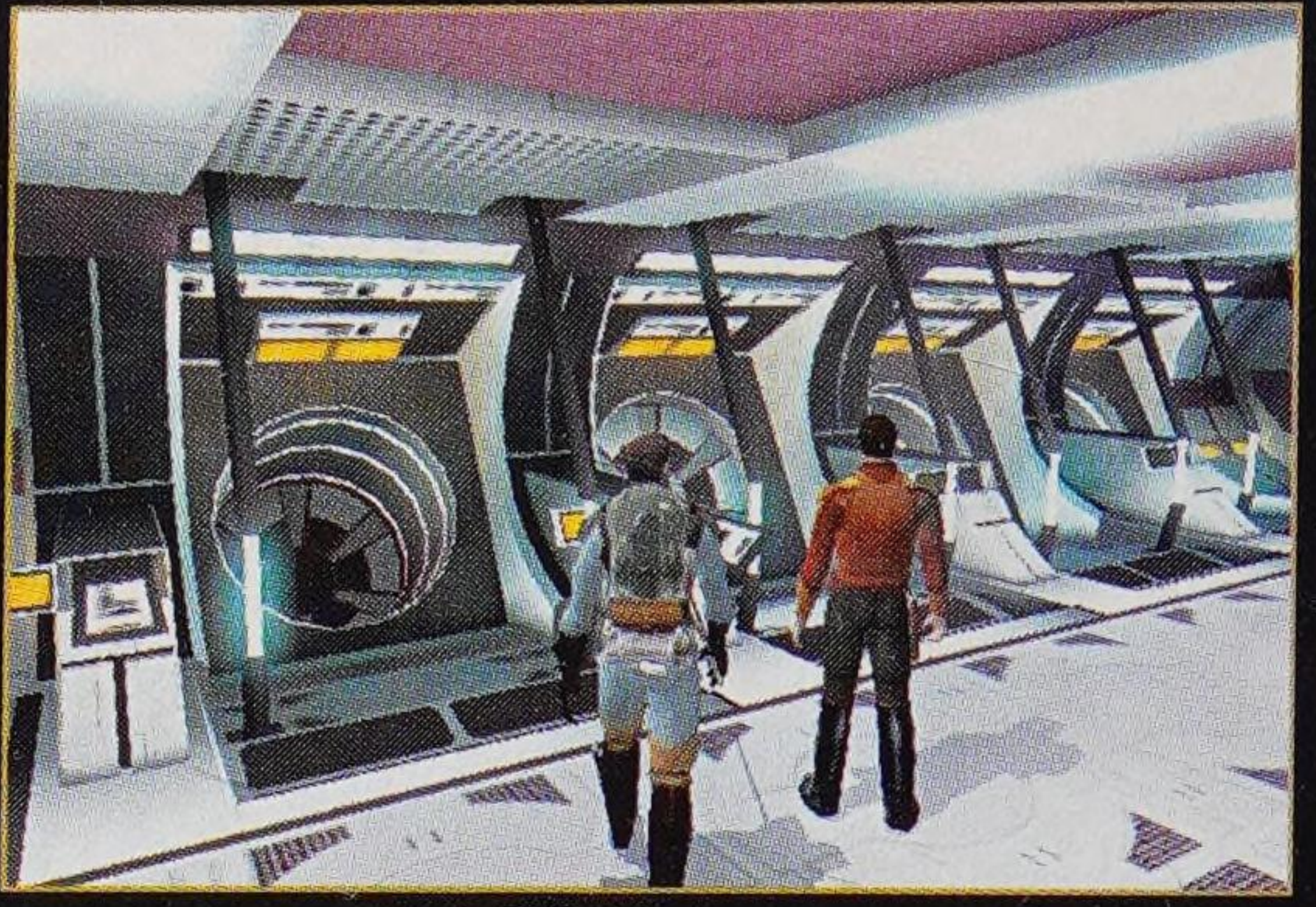


Assault Droid



Search the canisters in the room until you have enough repair parts, then bring the droid online and build it up so it is completely restored (activate its patrol route).

Open the door ahead, retreat, and let the droid take down the five Sith waiting on the other side. Plan B requires the use of your computer skill; overload the power conduit (this requires five spikes) and defeat the Sith soldiers in an electrical discharge. Use the droid or the computer terminal to open the door.



Enter the room where the Sith were (Waypoint F), and open the door in the opposite wall. You are now in the escape-pod chamber (Waypoint G), where you meet Carth. After a brief chat, launch out of this doomed spacecraft to the metropolis of Taris—the biggest nearby settlement. Search for Bastila there, and welcome your first party companion!

Carth		
Class: Soldier		
LEVEL	VITALITY	DEFENSE
3	36	10
Abilities		
Awareness, Repair, Treat Injury		

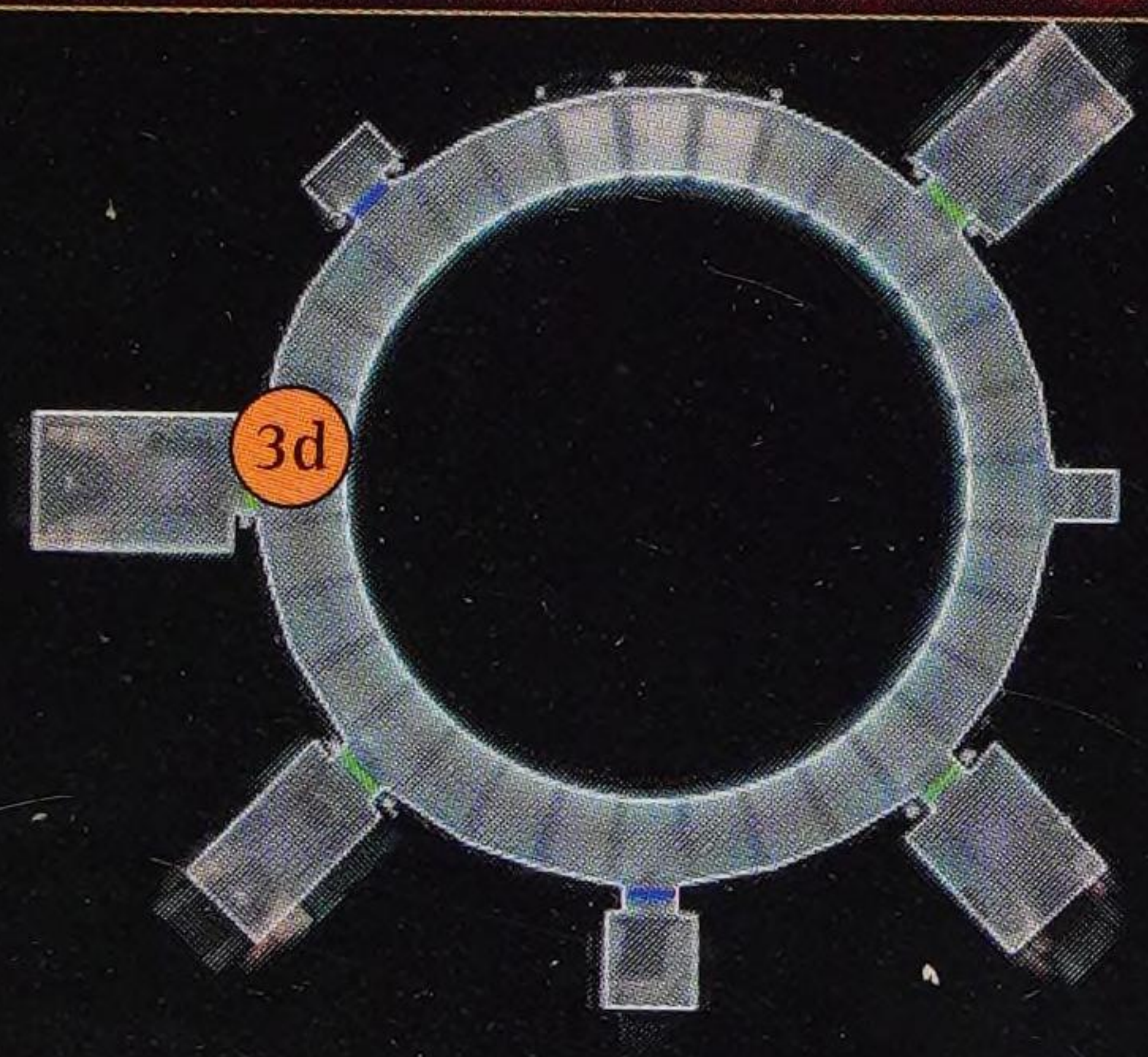
The City of Taris

Mission Overview

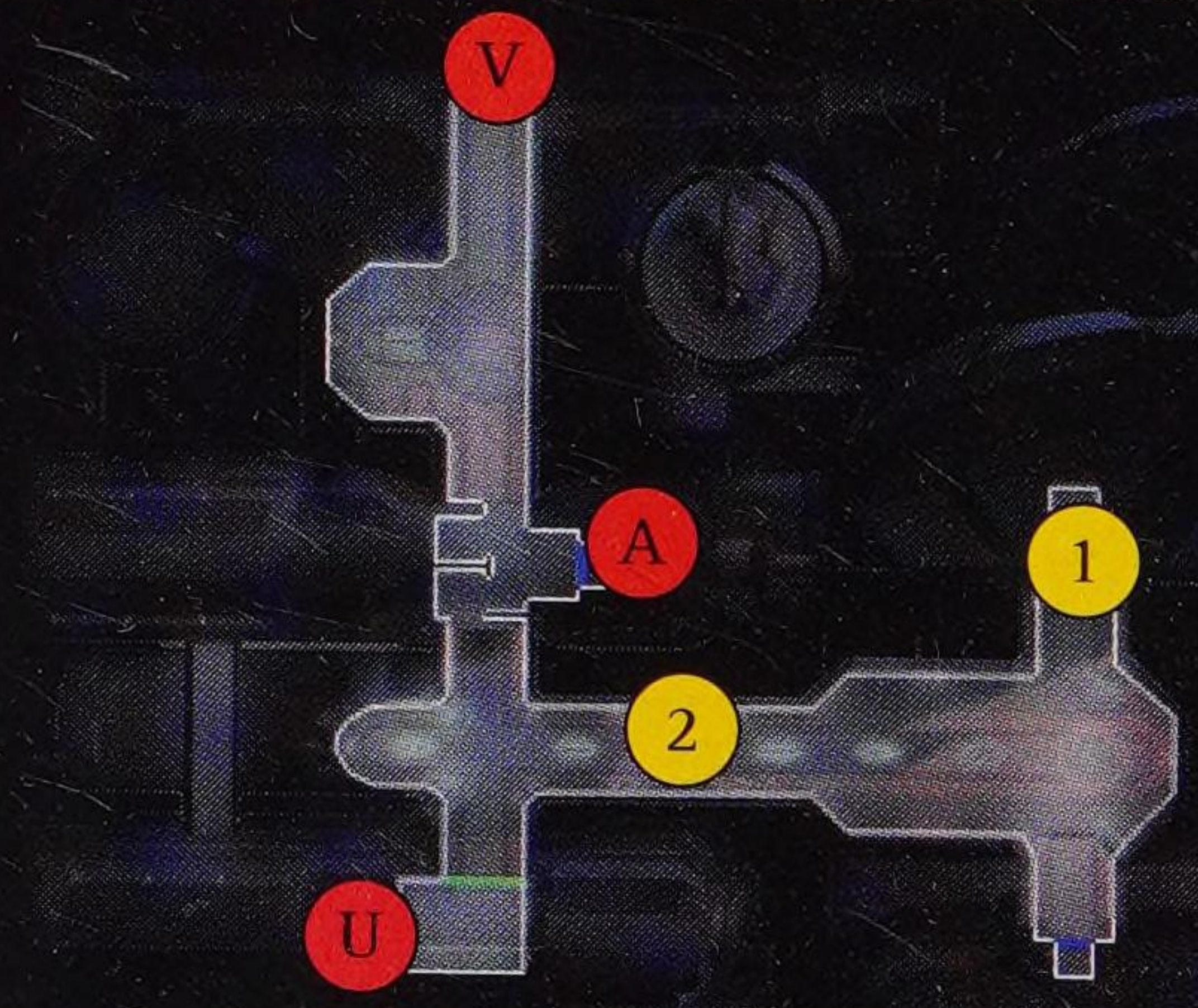
As you step out of your crashed escape pod and flee to an apartment in the Upper City with Carth, you may find this vast city bewildering. More disturbing are the large number of Sith troops stationed in this metropolis—Taris is under the careful scrutiny of this organization, and wanton firefights aren't allowed. Subtly search for Bastila and the other Republic soldiers who escaped from the *Endar Spire* with you.

Area Overview 1: Upper City

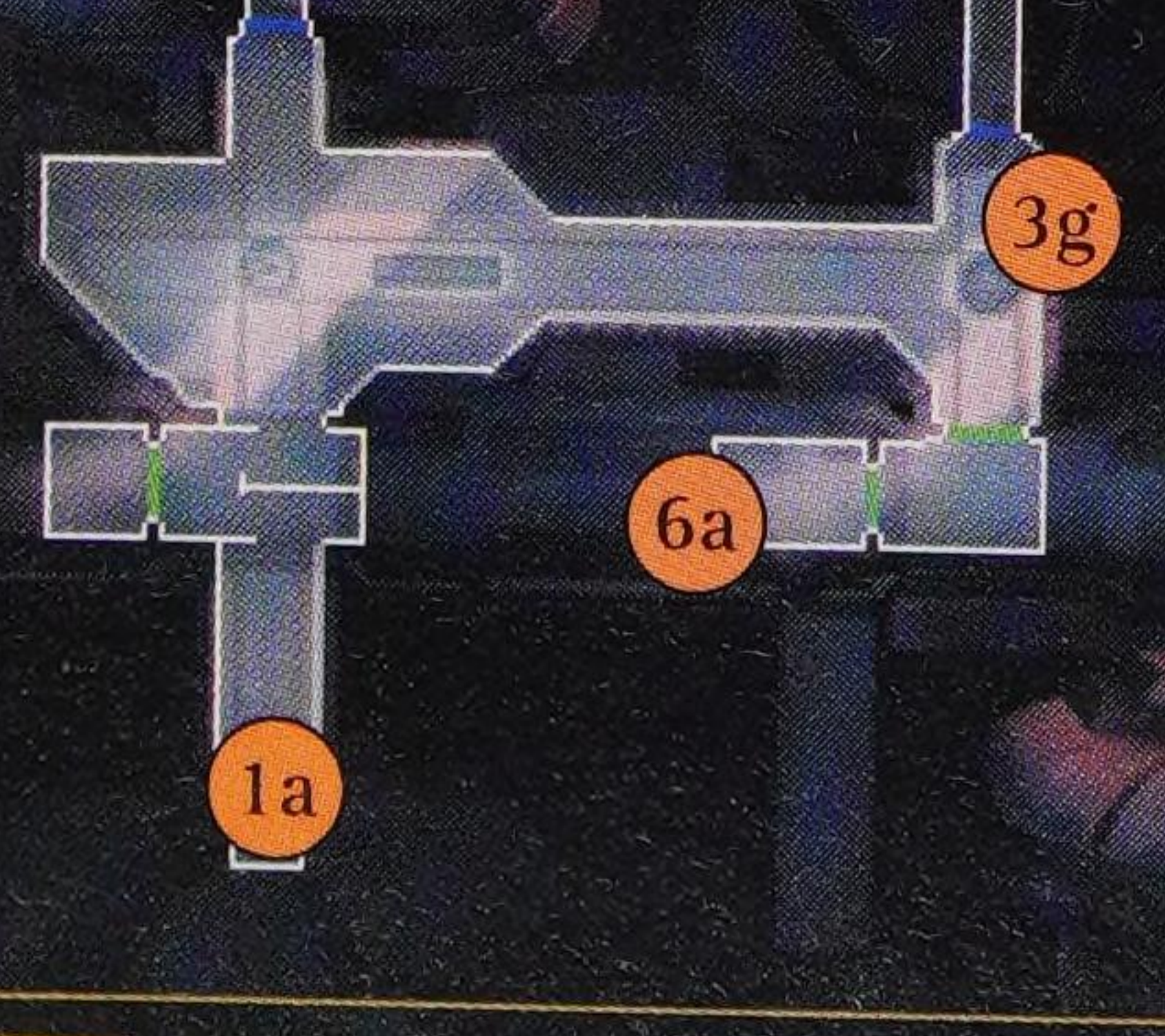
Apartment area 1



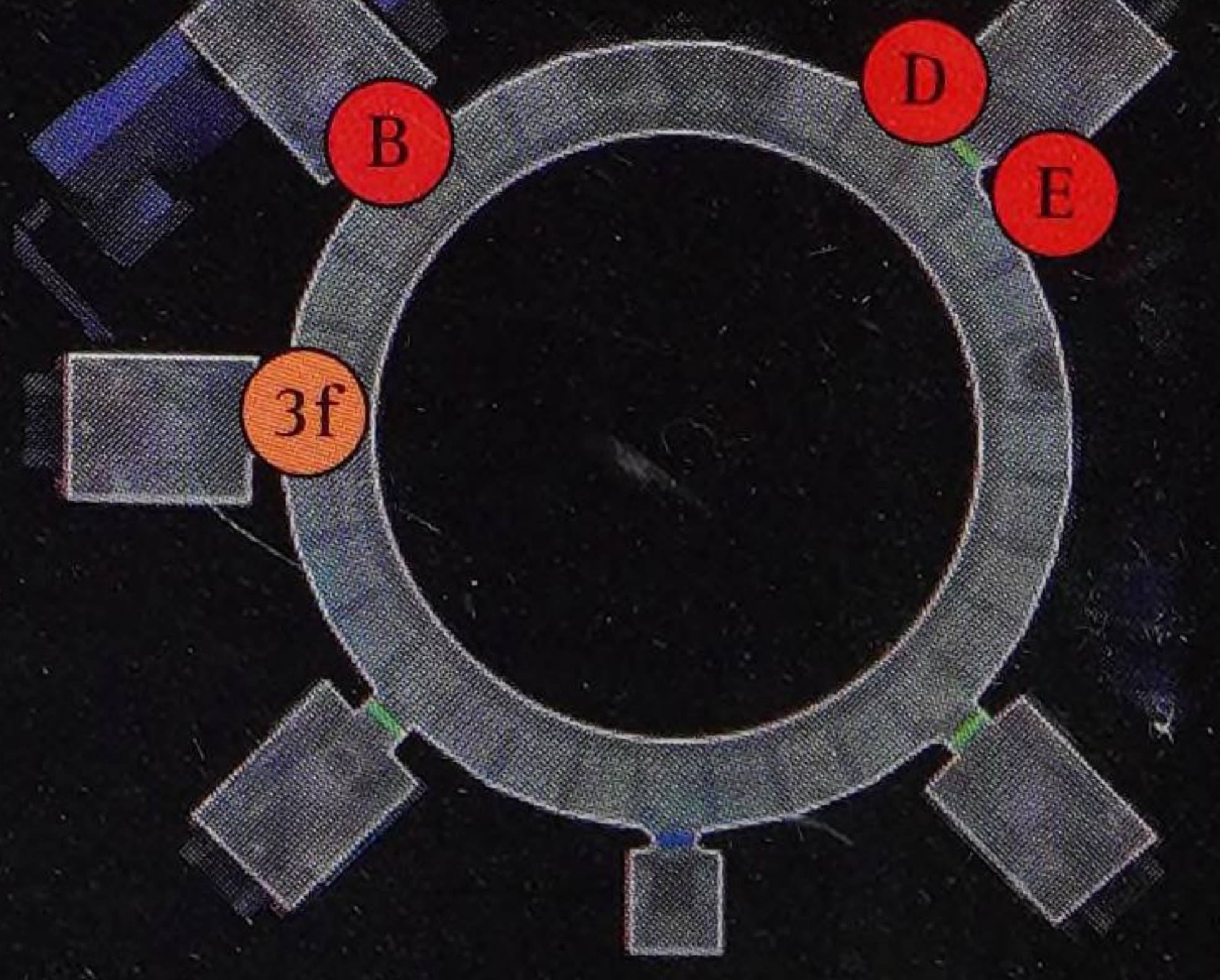
Upper City 1



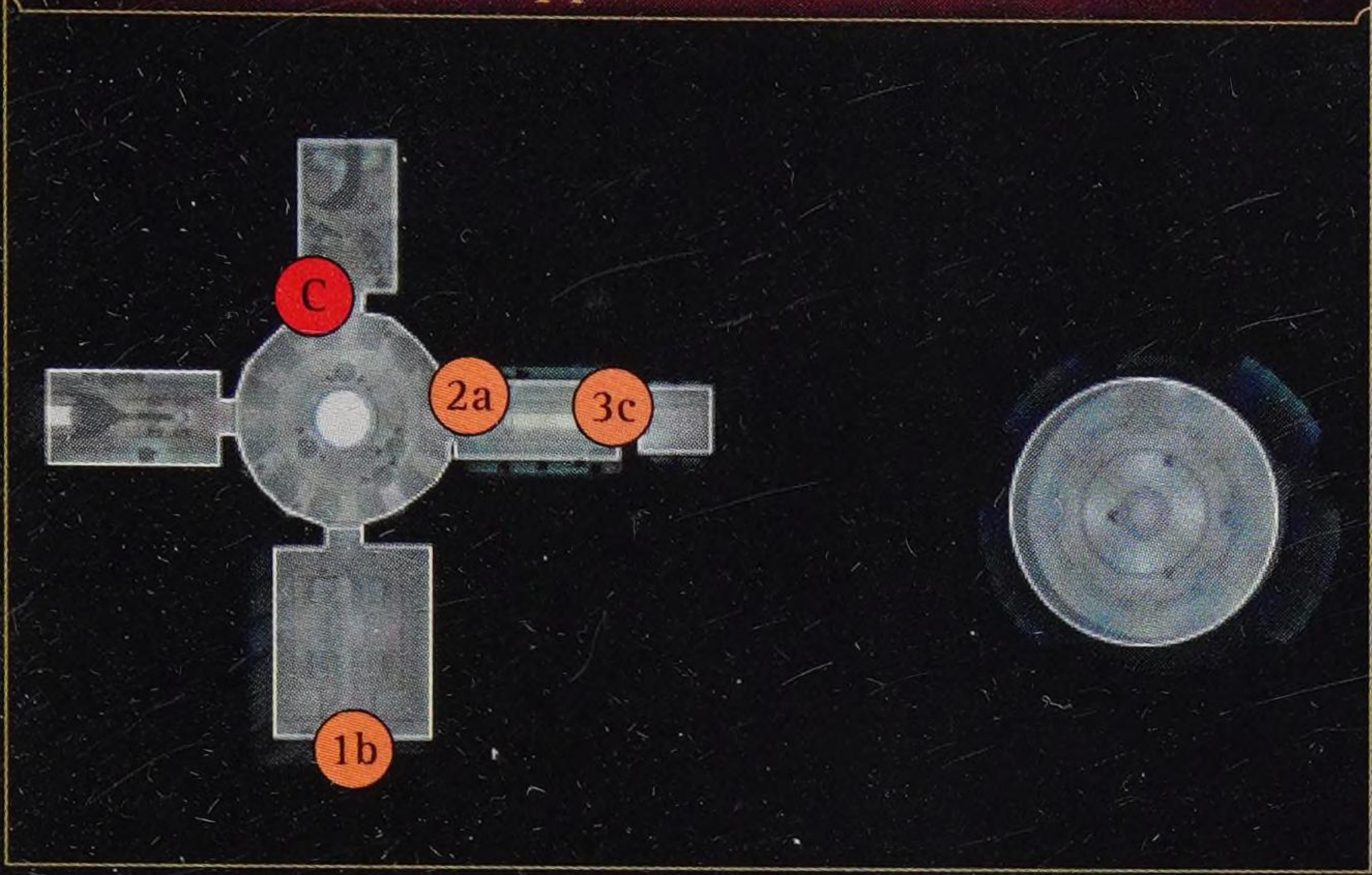
Upper City 2



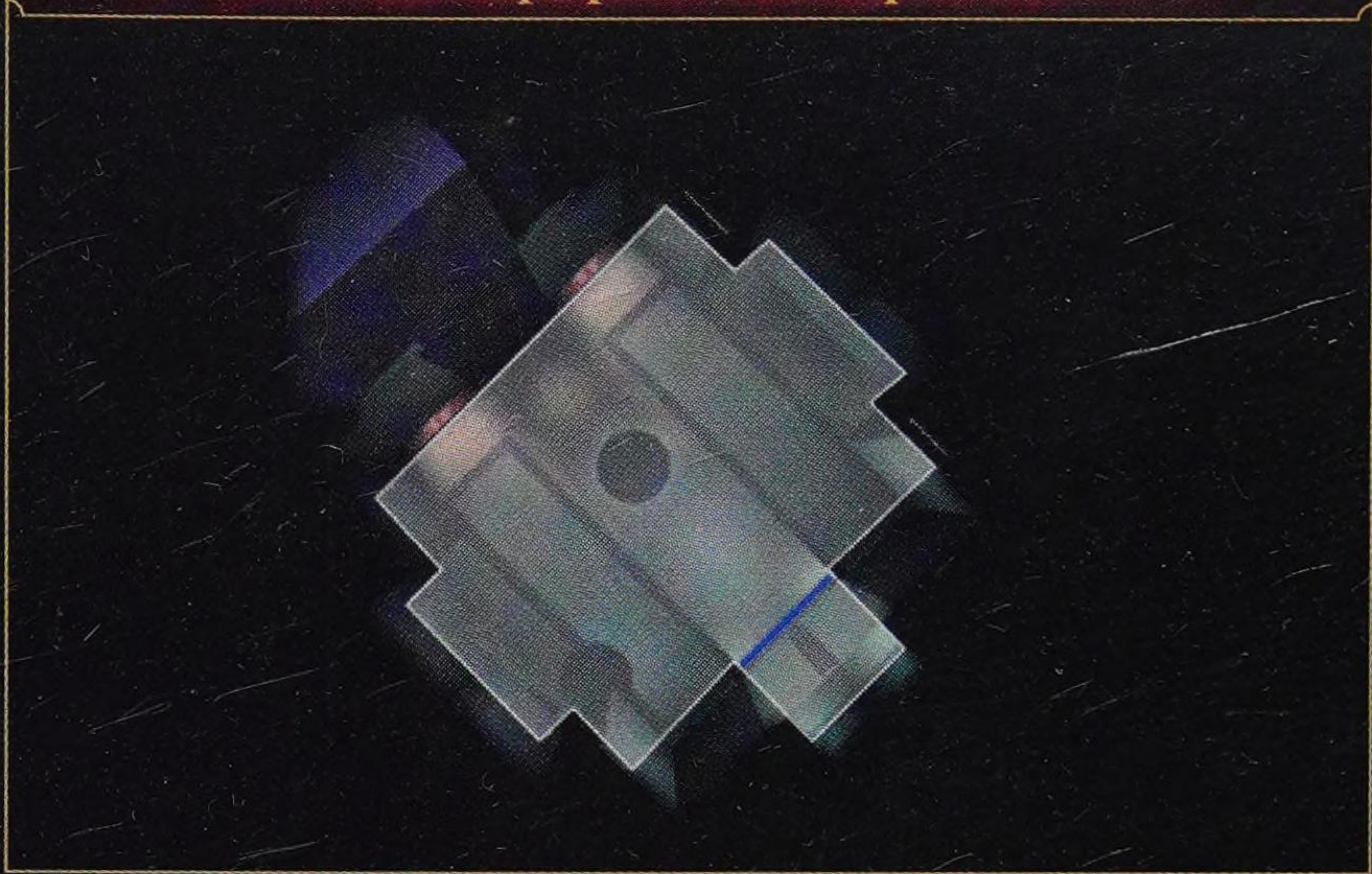
Apartment area 2



Upper Cantina



Equipment Shop



LARRIM THE TWI'LEK VENDOR

LARRIM
DIALOG

Item (number available)	Cost (Credits)
Medpac (∞)	44
Computer spike (2)	275
Parts (2)	220
Military suit	165
Heavy combat suit	110
Combat suit (∞)	55
Light battle armor	275
Vibroblade	88
Stun baton (∞)	33
Long sword (∞)	5
Quarterstaff (∞)	1
Vibrosword	88
Short sword (∞)	1
Ion blaster	220
Sonic pistol	220
Blaster pistol (∞)	110
Light repeating blaster	550
Poison grenade	143
Sonic grenade	143
Concussion grenade (2)	88
Frag grenade (∞)	88
Energy shield	154
Sound dampening stealth suit	154
Stealth field generator	154
Battle stimulant	110
Minor flash mine	110
Minor frag mine	110
Minor gas mine	110
Minor plasma mine	110

KEBLA YURT: VENDOR

KEBLA YURT
DIALOG

Item (number available)	Cost (Credits)
Medpac (∞)	40
Security spike (5)	100
Bonadon alloy heavy suit	1,250
Military suit	150
Heavy combat suit	100
Combat suit (∞)	50
Light battle armor	250
Vibroblade	80
Stun baton (∞)	30
Long sword (∞)	5
Quarterstaff (∞)	1
Echani ritual brand	280
Double-bladed sword (2)	80
Vibrosword (5)	80
Short sword (∞)	1
Ion blaster (2)	200
Blaster pistol (∞)	100
Sith sniper rifle	1,500
Blaster rifle (∞)	300
Ion grenade (∞)	130
Sonic grenade (∞)	130
Frag grenade (∞)	80
Concussion grenade (∞)	80
Sound dampening stealth suit	200
Stealth field generator (∞)	100
Minor flash mine (∞)	100
Minor gas mine (∞)	100
Minor frag mine (∞)	100
Minor plasma mine (∞)	100
Permacrete detonator	50

Find two vendors here, a Twi'lek near your apartment, and Kebla Yurt in the store tower (Kebla's prices are cheaper). Head here after you acquire some credits and need equipment. For extra health, try Zelka Forn in the medical tower (also known as "the clinic"); for robotic companions, see Janice Nall in the droid tower. Her cheaper droids lack a certain quality control....

JANICE NALL THE DROID SUPPLIER

JANICE NALL
DIALOG

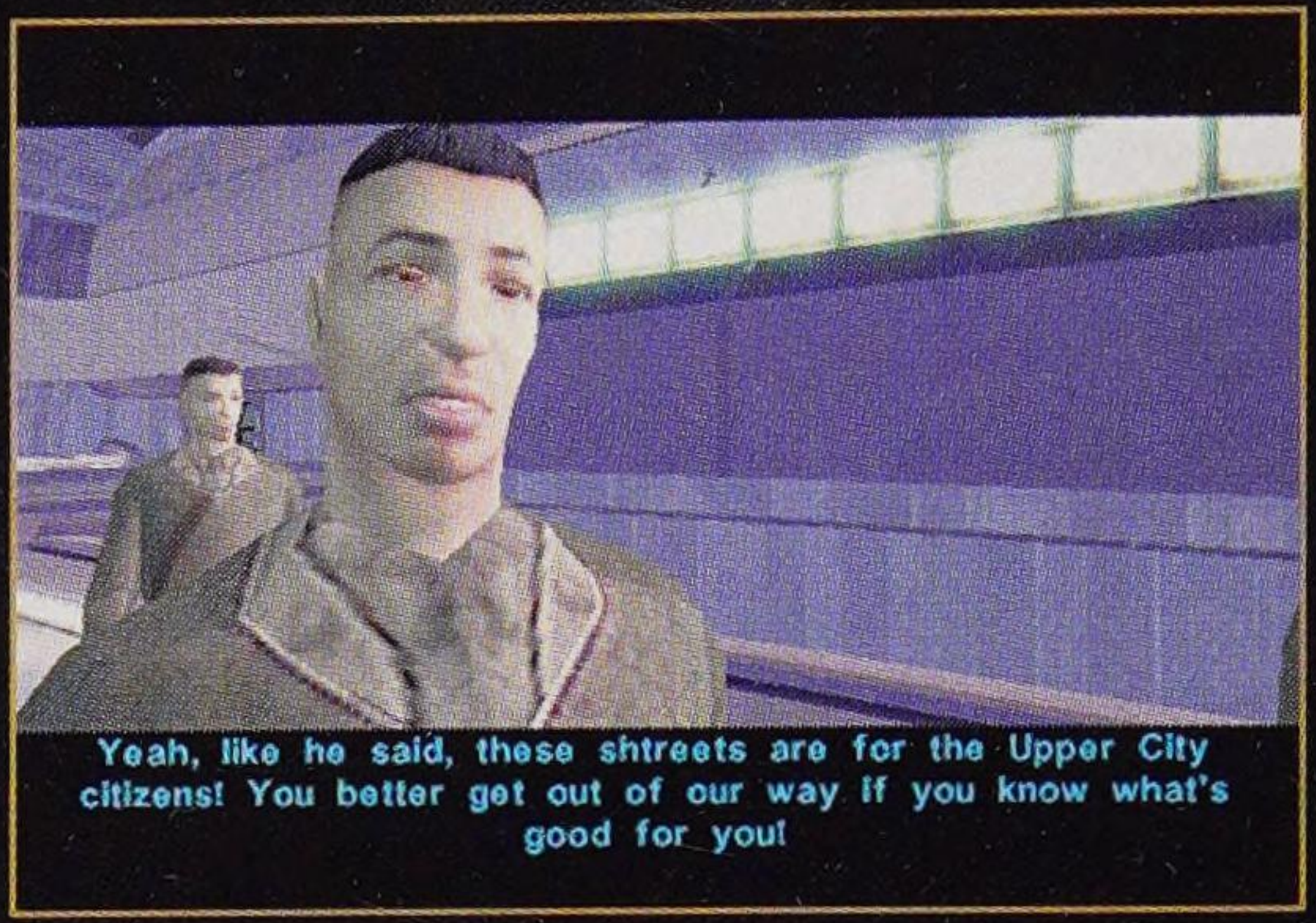
Item (number available)	Cost (Credits)
T3-H8 droid	50
T3-M4 droid	2,000
Repair kit (∞)	25
Computer spike (∞)	250
Parts (∞)	200
Droid light plating Type 2 (∞)	150
Droid light plating Type 1 (∞)	75
Basic targeting computer (∞)	500
Sensor probe (∞)	500
Computer probe (∞)	500
Security interface tool (∞)	500
Environment shield Level 1 (∞)	2,800
Oil slick (∞)	1,500
Stun ray (∞)	700
Shield disruptor (∞)	700

ZELKA FORN THE CLINIC SUPERVISOR

Zelka Forn
Dialog

Item (number available)	Cost
Advanced medpac (5)	80
Antidote kit (∞)	49
Medpac (∞)	40
Bio-antidote package	500
Nerve enhancement package	500
Adrenal alacrity (∞)	50
Adrenal stamina (∞)	50
Adrenal strength (∞)	50

In addition to your apartment complex, there is a second set of apartments, a cantina, the Lower City entrance, and the secured door to the Sith military base.



Yeah, like he said, these shtreets are for the Upper City citizens! You better get out of our way if you know what's good for you!

Some incidental activities occur in the Upper City, but they aren't related to your quests. However, the way in which you react influences the path you take to the light side or the dark side. The more unpleasant you are, the further you drift to darkness. Two racist children are teasing a cowering Ithorian (Waypoint 1), three drunks attempt to start a brawl with you (Waypoint 2), two bounty hunters attempt to extract funds from a merchant, and the malcontent Gorton Colu leads a group of racist humans. Need information? Ask a protocol droid. Need to be talked down to? Chat with any Sith patrolling the city. If you insult the cantina patron Gana Lavin, you'll face two Rodian scum near the store tower in battle!

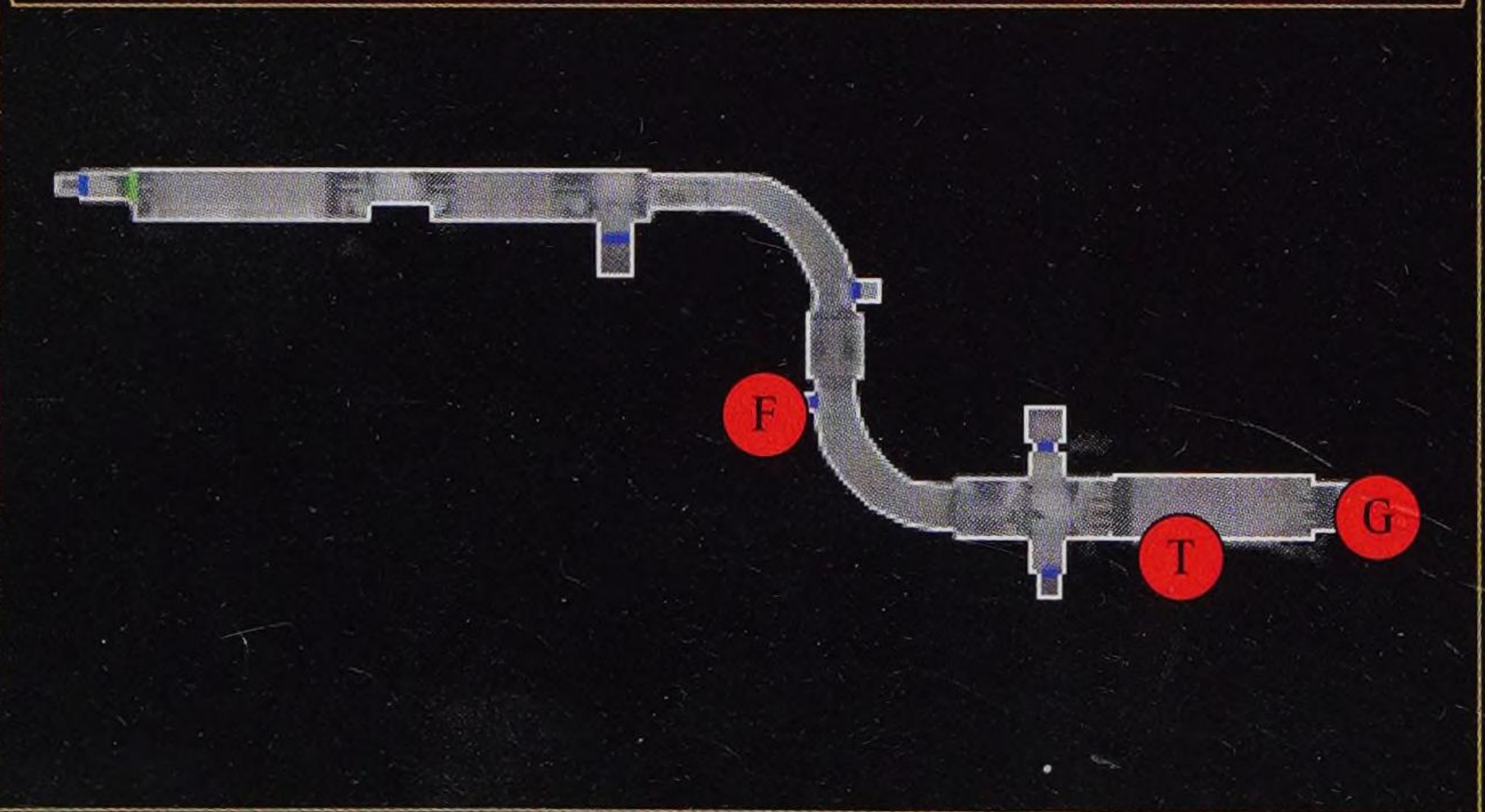
Lavin Thug
Attack

You need a lesson on how to treat your social betters. Maybe you'll think twice before mocking me next time!

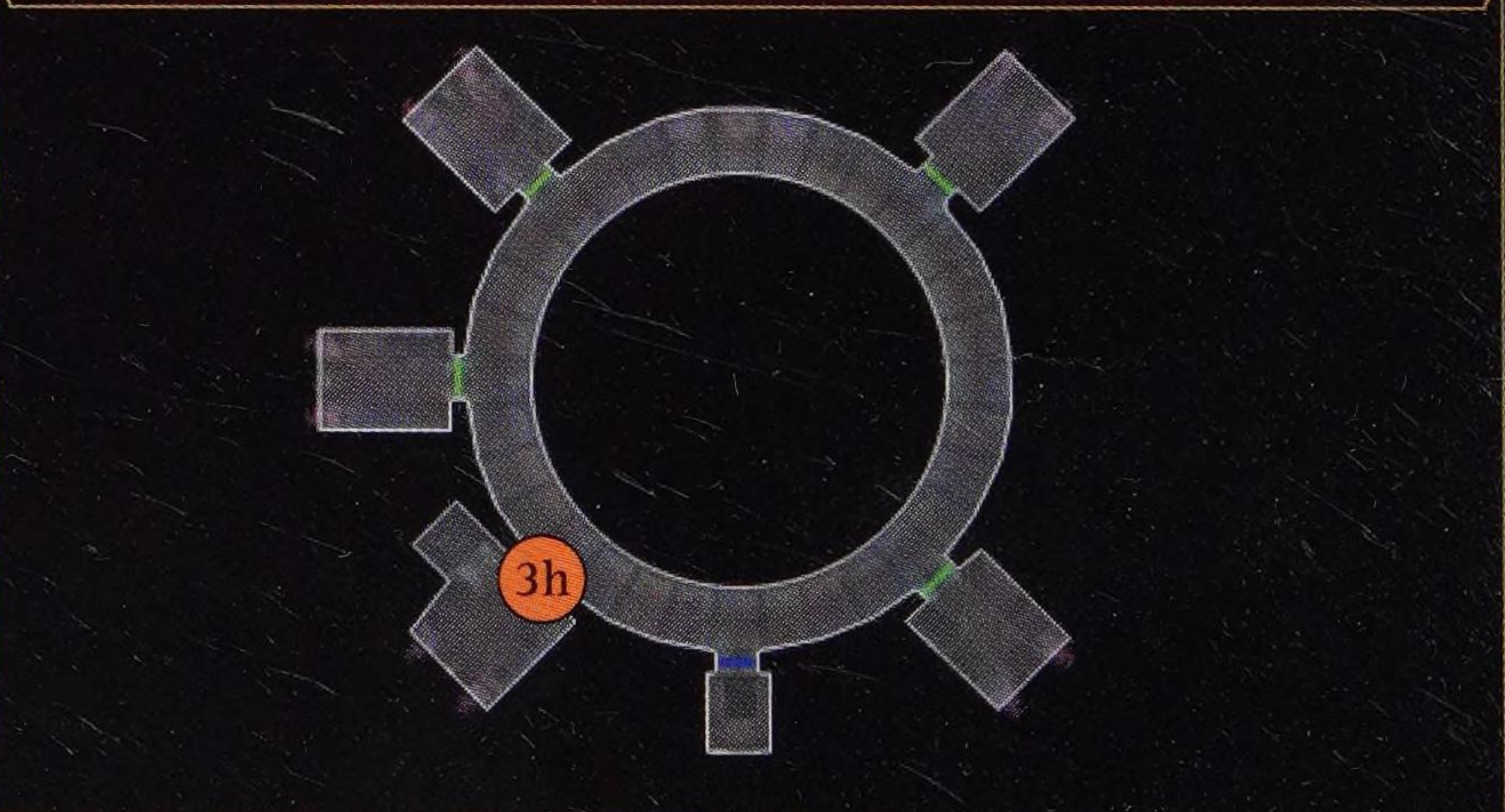
Engaging the Rodian scum.

Area Overview 2: Lower City

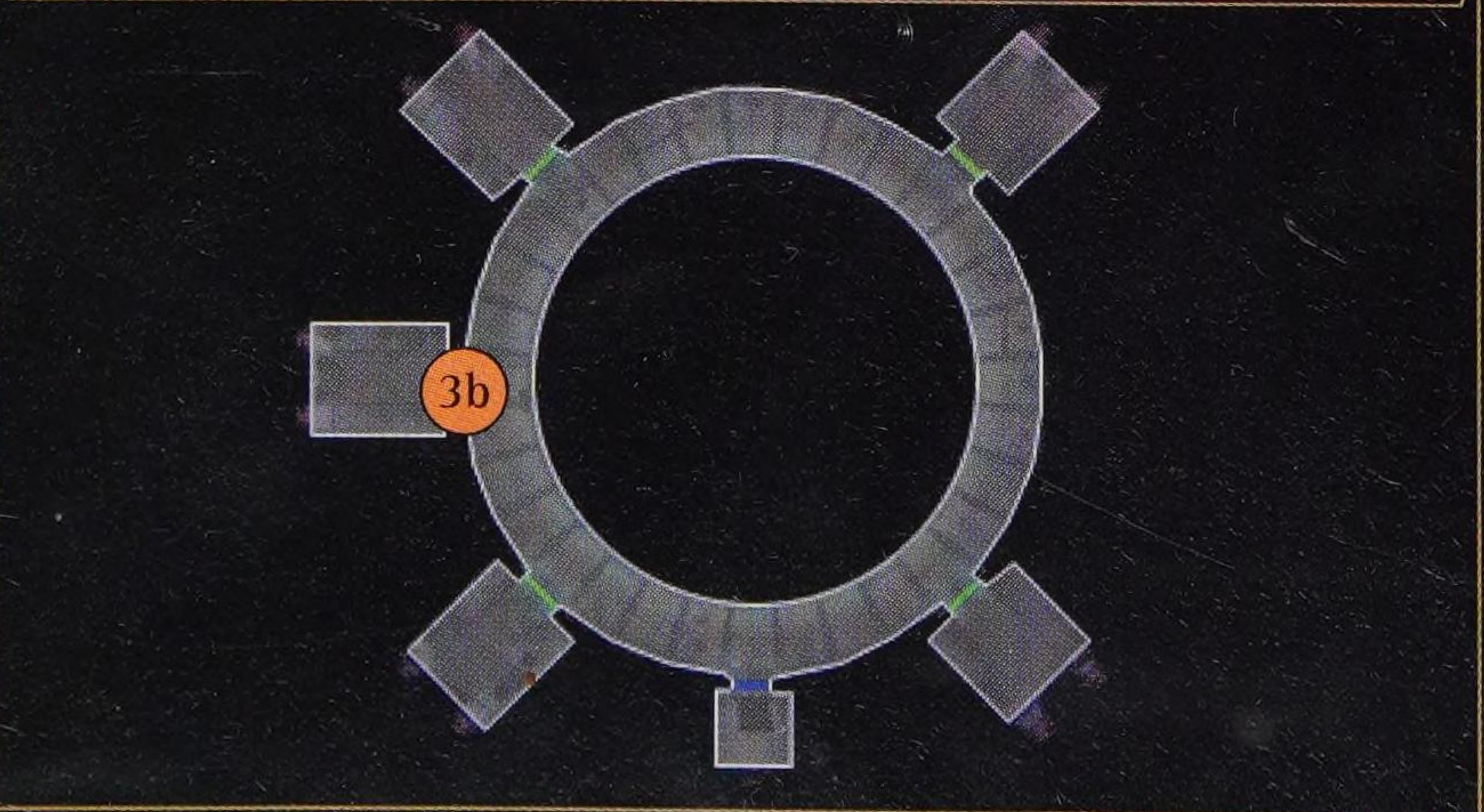
Lower City main corridor



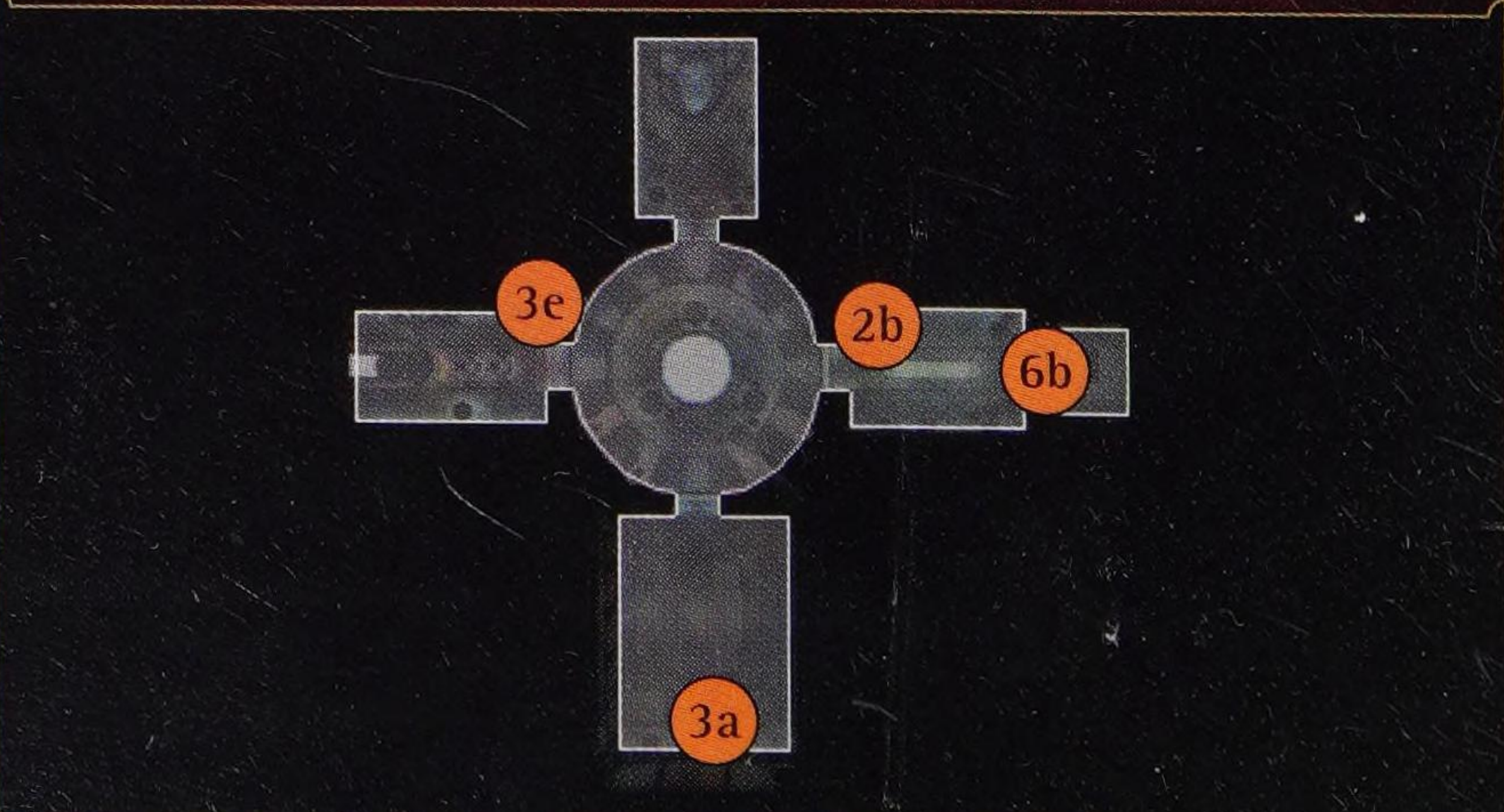
Lower City Apartment area 1

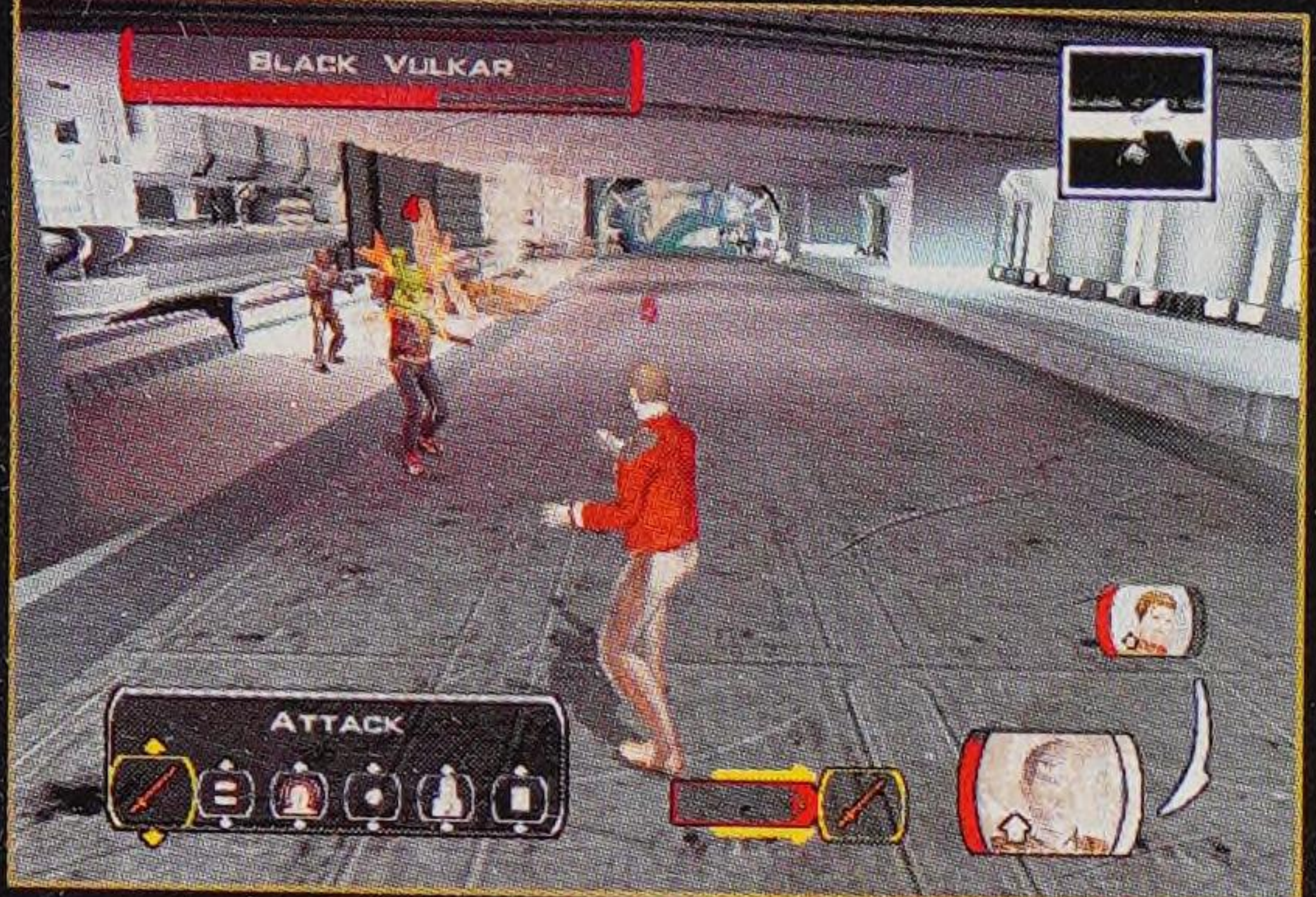


Lower City Apartment area 2



Lower Cantina





The Lower City is a hive of activity between two rival gangs—the Hidden Beks and the Black Vulkars. The Vulkars dislike your kind when you enter this place, so be prepared for numerous small arms fracases in the long corridor leading from the Black Vulkar base exit to the Undercity entrance.

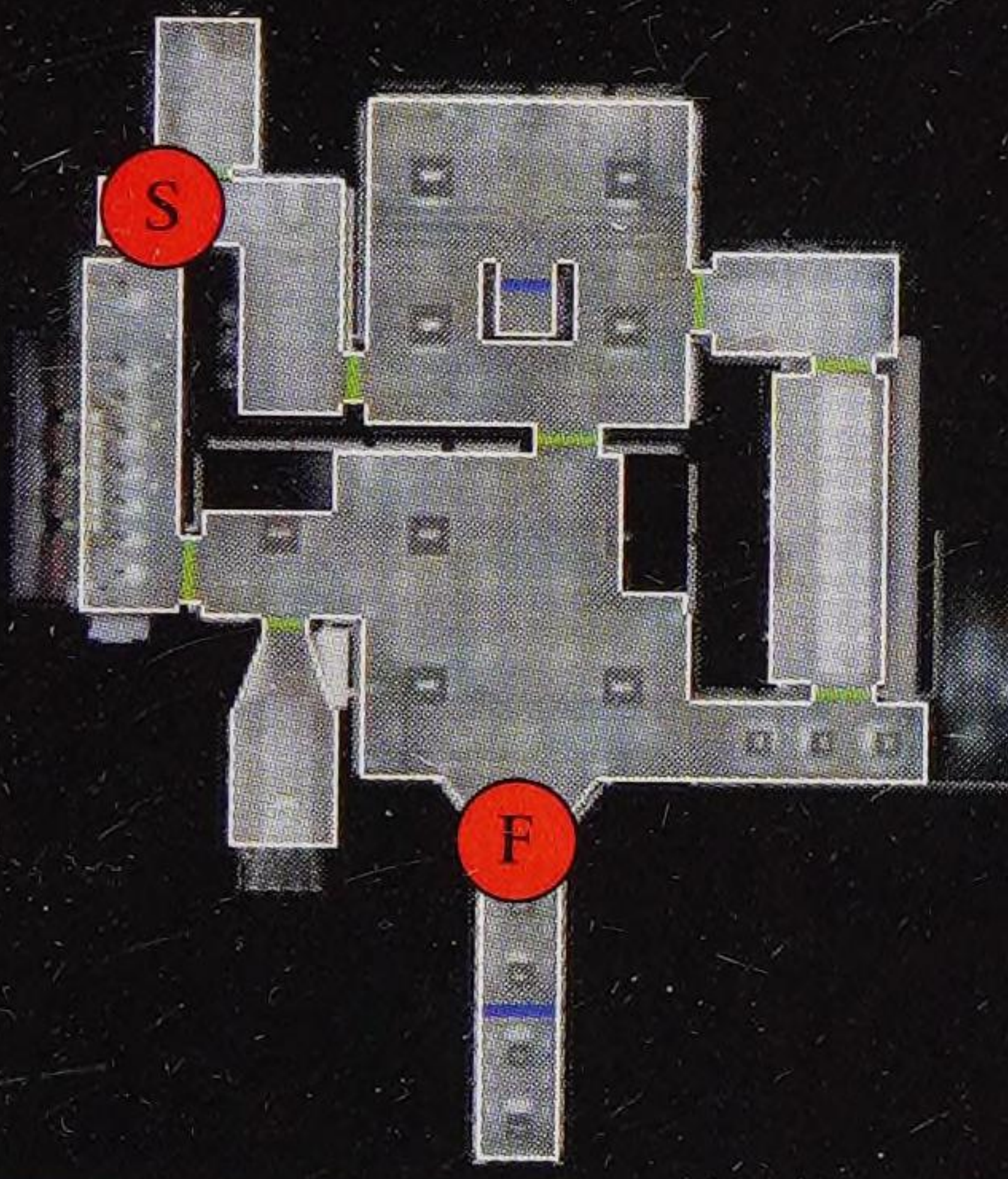
The Lower City sports a second cantina packed with less-desirable characters, such as Calo Nord the bounty hunter (he's powerful—leave him alone). The entrance to the Hidden Bek base is here. There are also two more apartment complexes here, one of which contains a strongbox belonging to a Bith band. Gain instructions from the adjacent computer to unlock this box.

Quiet, Luugro! That's Calo Nord, the infamous bounty hunter!

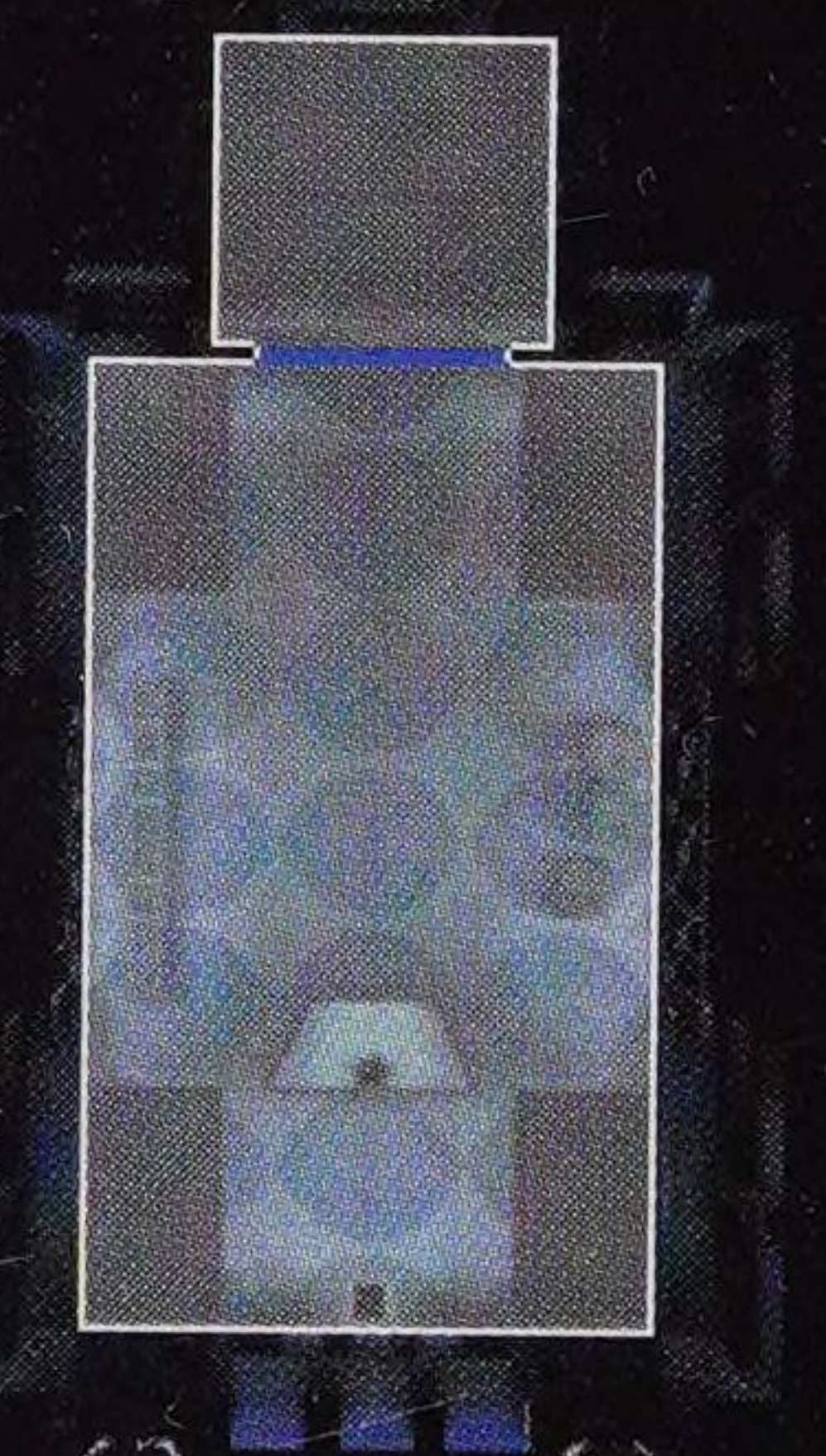
You watch a gang altercation, meet a Mandalorian warrior known as Canderous (an ally later in this adventure), and see a second example of Calo Nord's unstoppable power. But primarily you're mopping Black Vulkar gang blood from your vibroknife on your way to the Upper and Undercities.

Area Overview 3: Hidden Bek Gang Tower

Hidden Bek Gang Tower Level 1



Hidden Bek Gang Tower Level 2

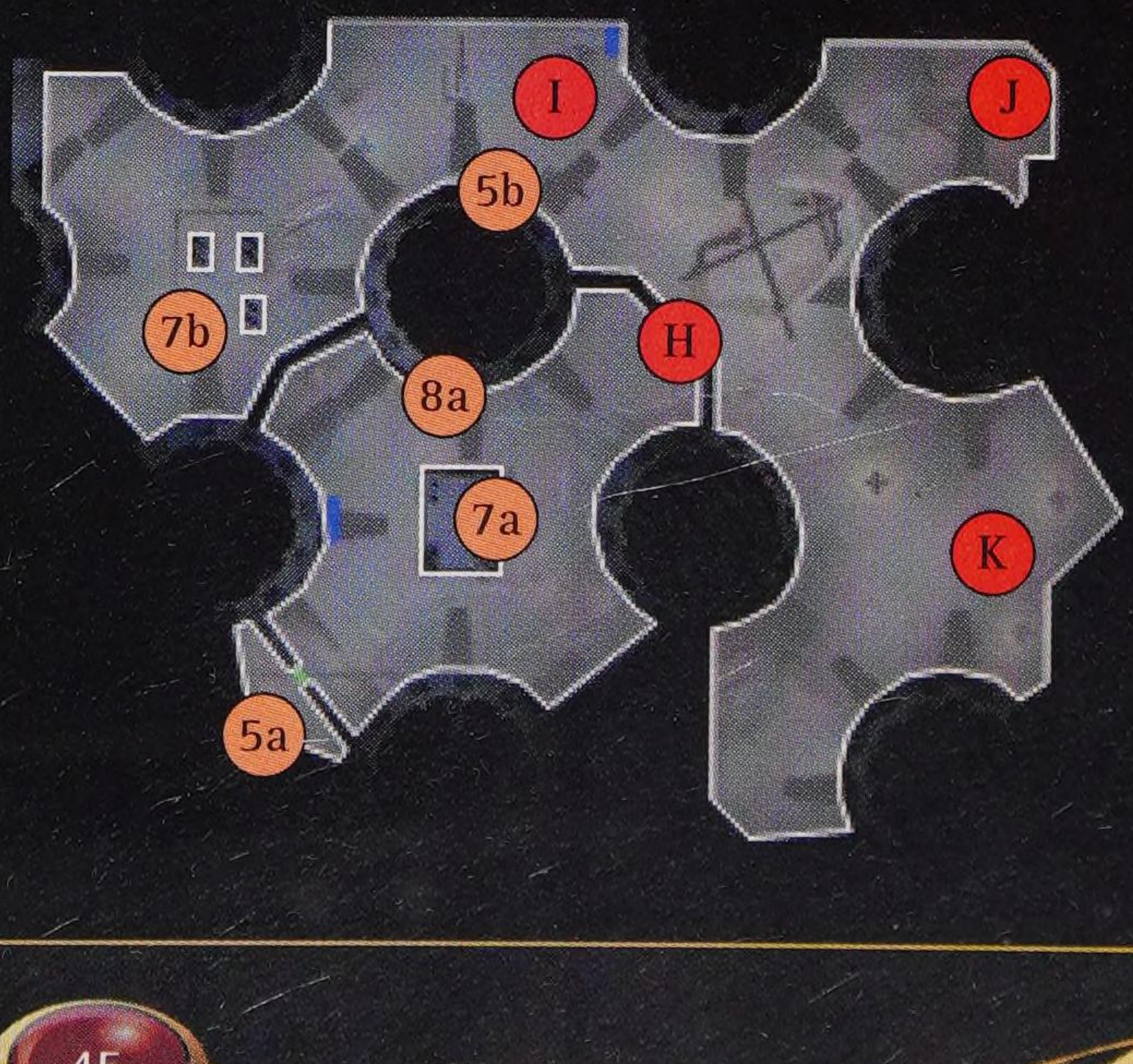


HIDDEN BEK
DIALOG

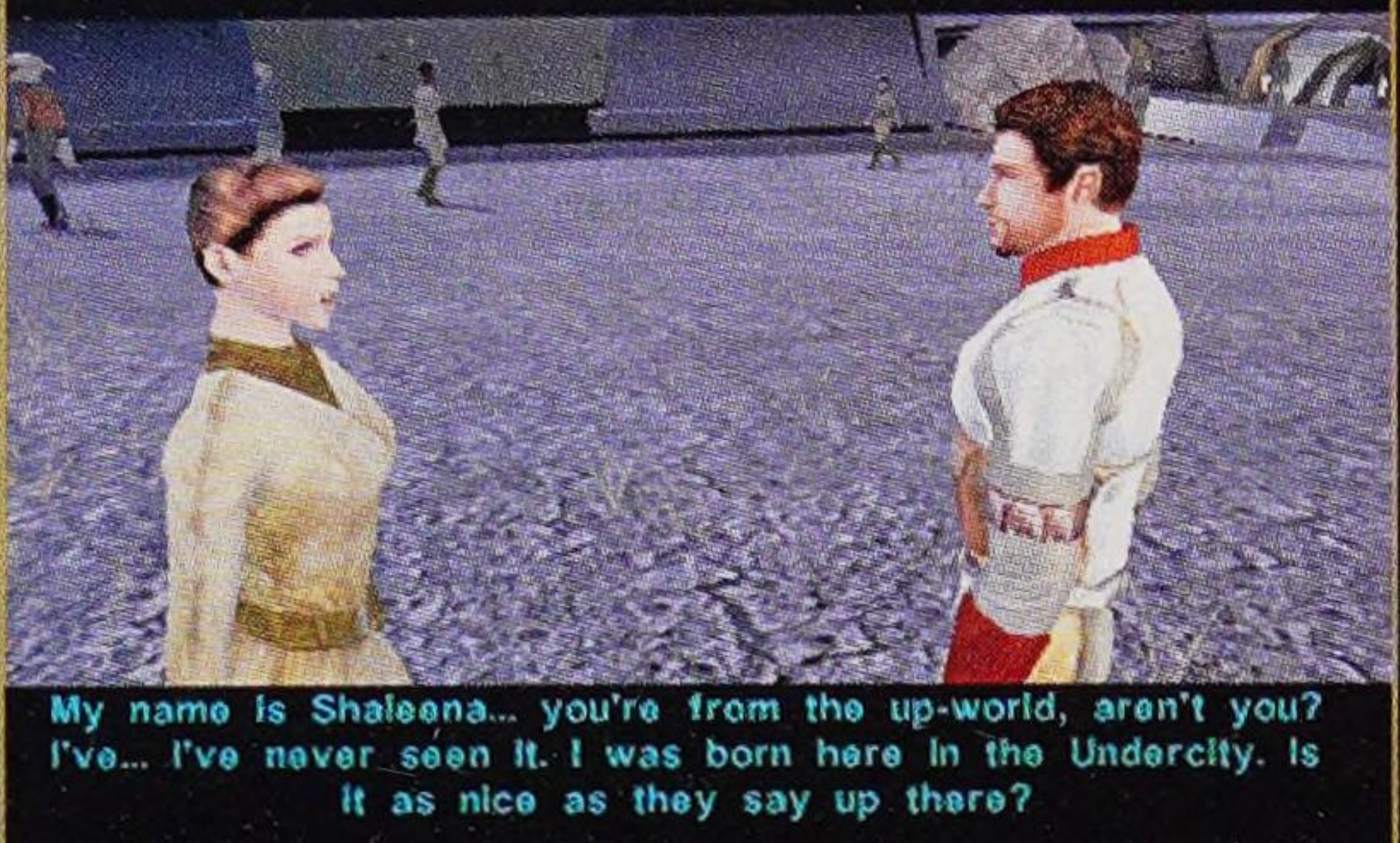
This nine-room reinforced hideout is where Gadon Theck and his Hidden Bek gang rest after constant turf war with the Vulkars. Gadon is an ally who helps you locate Bastila, so meet with him. Search his base for extra items and scrap droids to fix. Otherwise, this is a safe area of little interest to you.

Area Overview 4: Undercity

Undercity



Area Overview 5: The Sewers


My name is Shaleena... you're from the up-world, aren't you? I've... I've never seen it. I was born here in the Undercity. Is it as nice as they say up there?

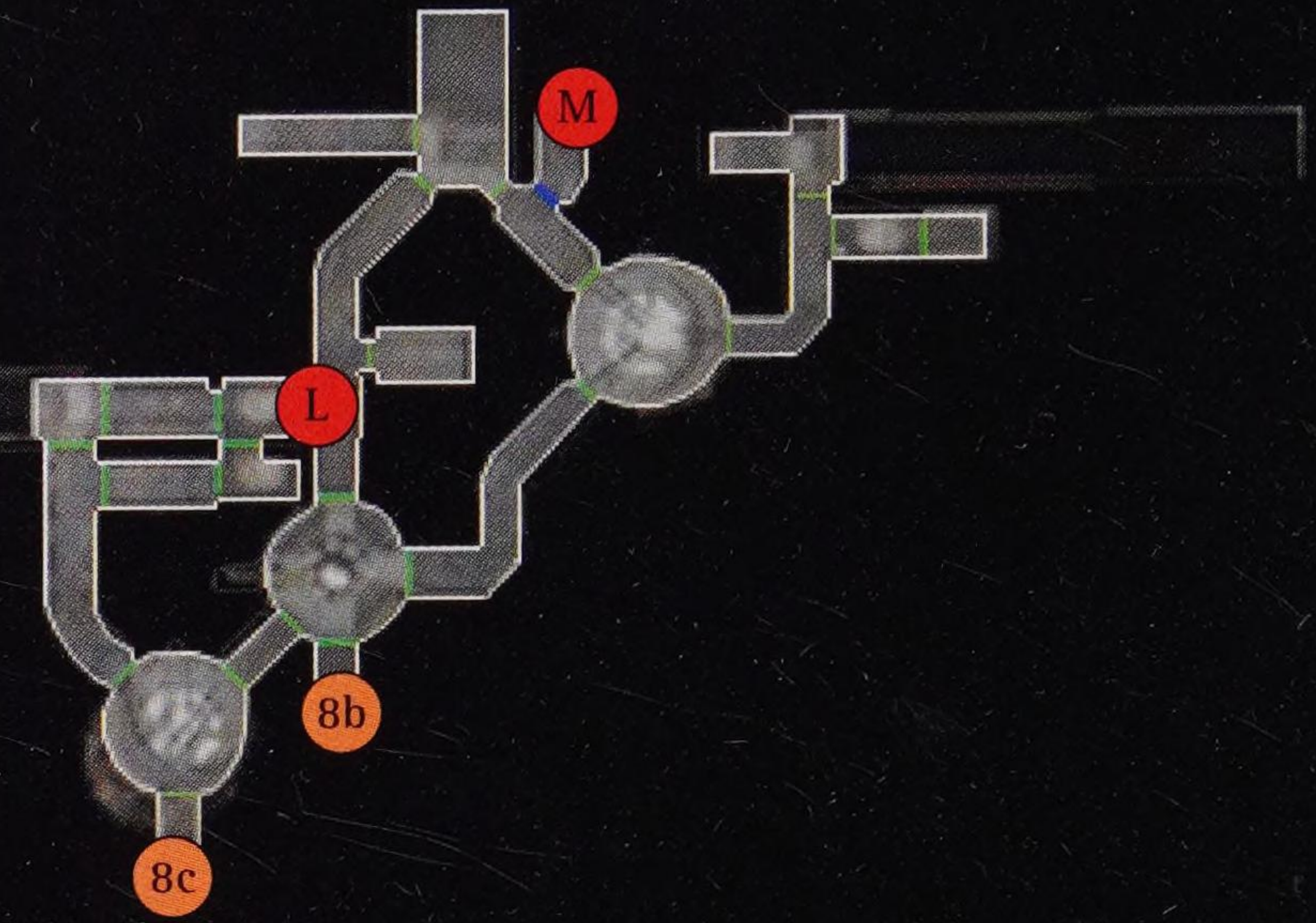
A tribe of Outcasts lives in fear of both hunger and a disease that turns them into Rakghouls. Although a serum exists, the Sith forces keep it away from the general population and use it only on returning patrols. From the Undercity, and Igear's stall, a gate opens into a large expanse swarming with Gamorreans, Rakghouls, and malfunctioning droids. Rig up rusted droids here, on your way to meeting Mission Vao, your second party member, and locate the escape pod. Next, descend into the sewers.

IGEAR THE SALVAGE VENDOR

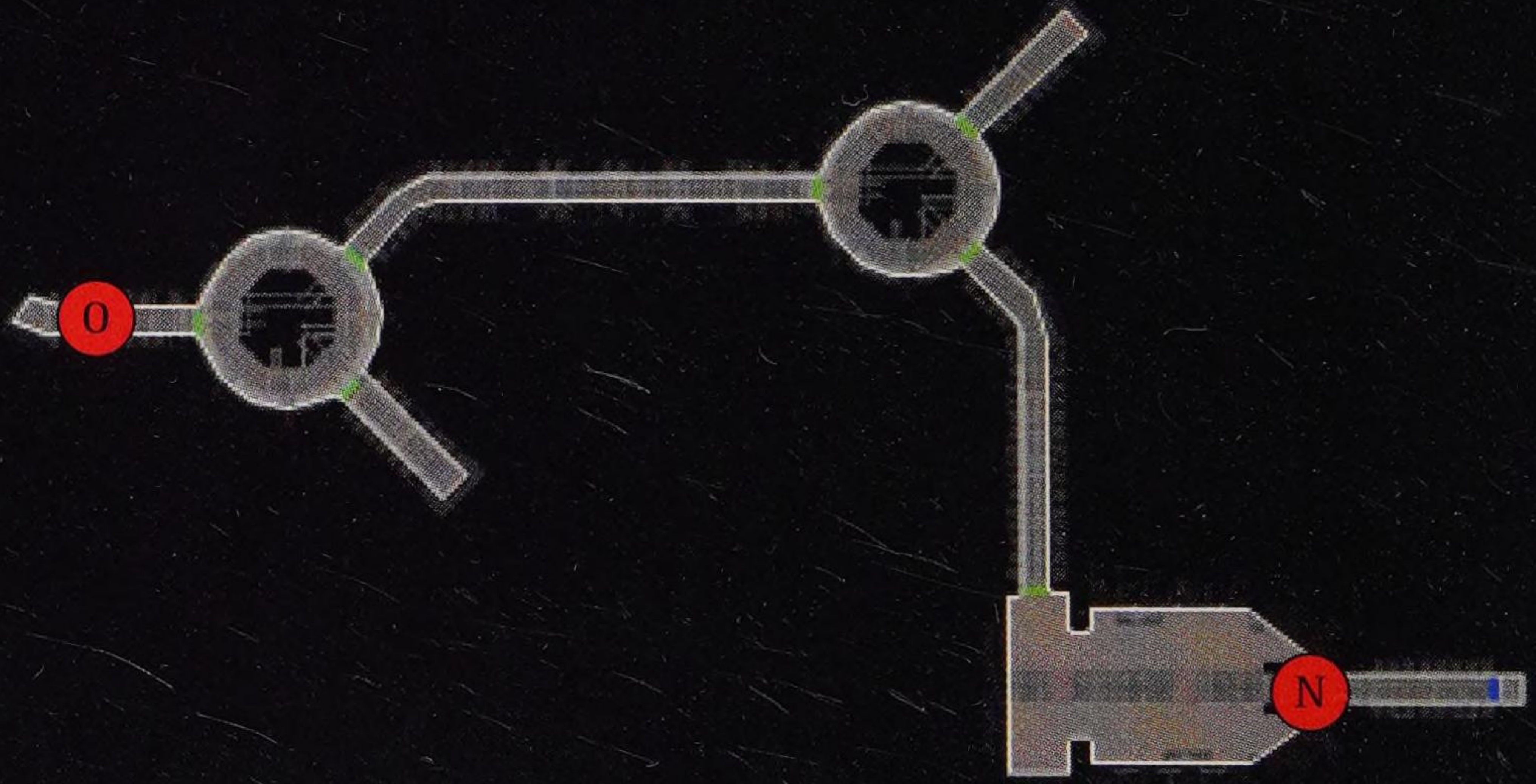
IGEAR
DIALOG

Item (number available)	Cost (Credits)
Medpac (∞)	30
Repair kit (5)	18
Computer spike (2)	187
Echani battle armor	1,312
Vibroblade	60
Stun baton (∞)	22
Long sword (∞)	3
Quarterstaff (∞)	1
Vibrosword (5)	60
Arkanian heavy pistol	750
Frag grenade (5)	60
Bio-antidote package	375
Scope	150
Vibration cell	112

The Sewers



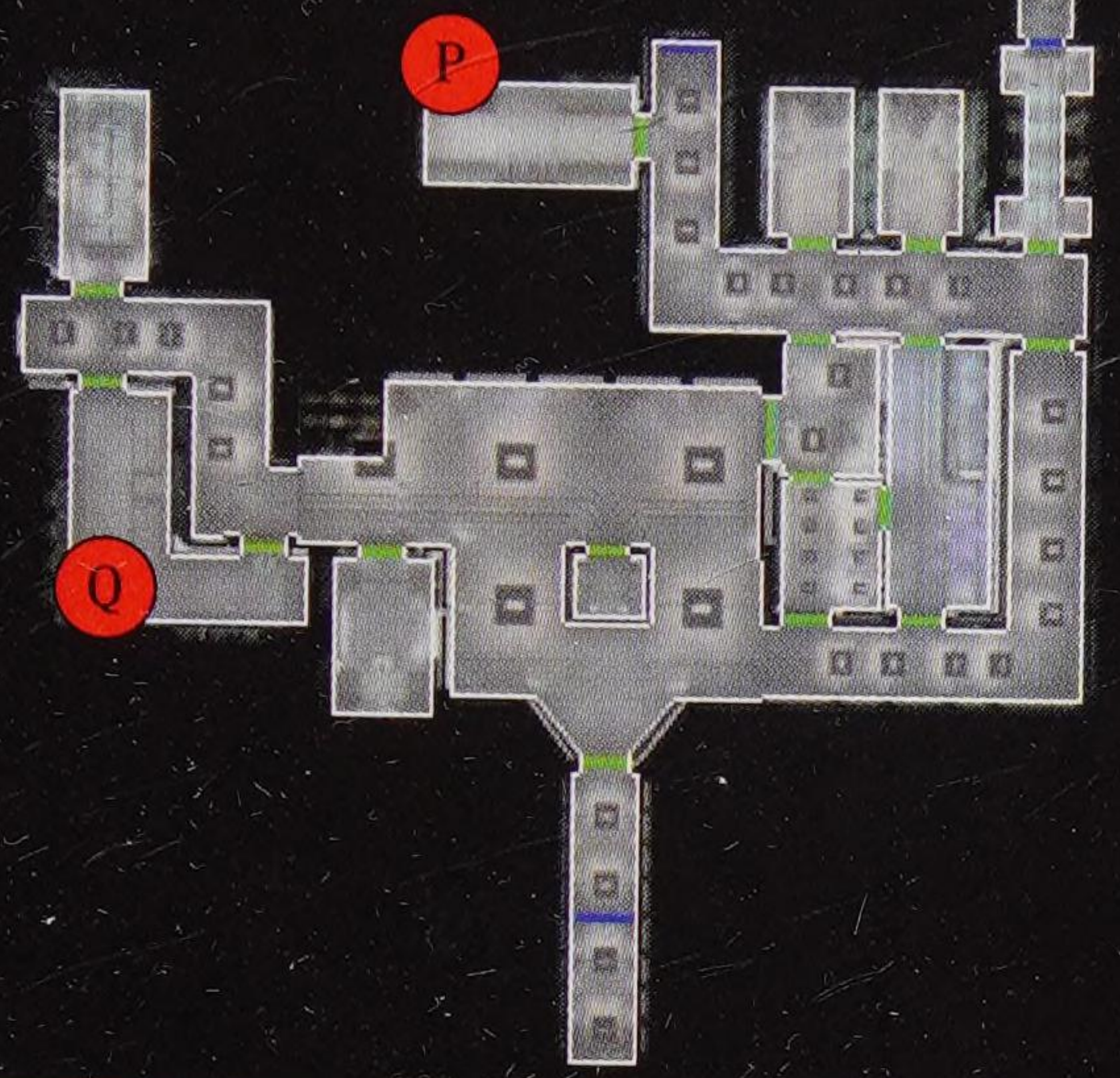
Sewer and Black Vulkar Tower Entrance



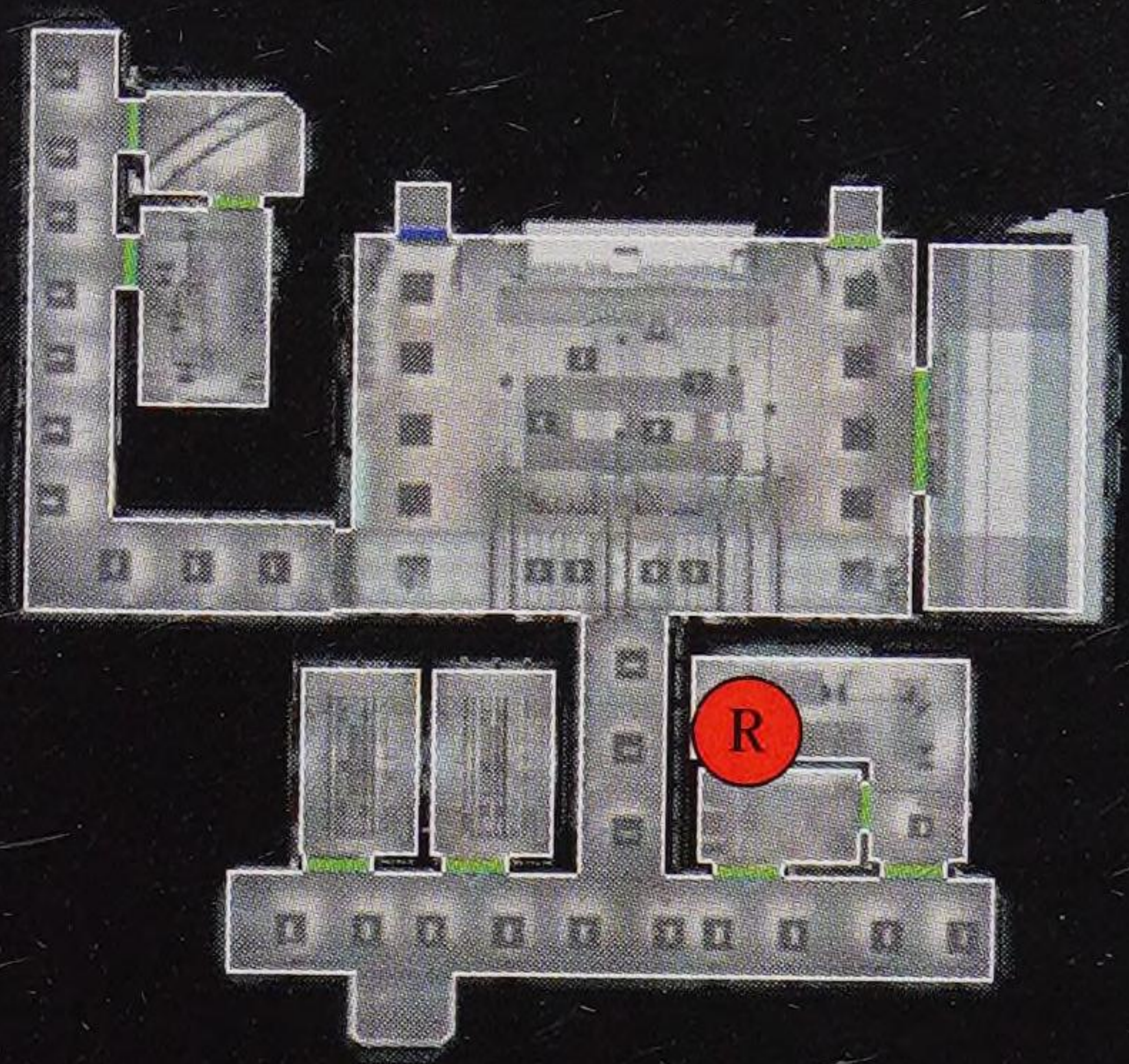
The sewers are alive with Gamorreans and Rakghouls. A huge rancor beast lurks at the sewer's far end, near a back entrance to the Black Vulkar base. You enter here to secure two missing journals, locate a locked door near a Gamorrean stronghold with Mission Vao, free her Wookiee friend, and use their skills to override a force field blocking the catacomb's exit.

Area Overview 6: Black Vulkar Gang Tower

Black Vulkar Gang Tower Level 1

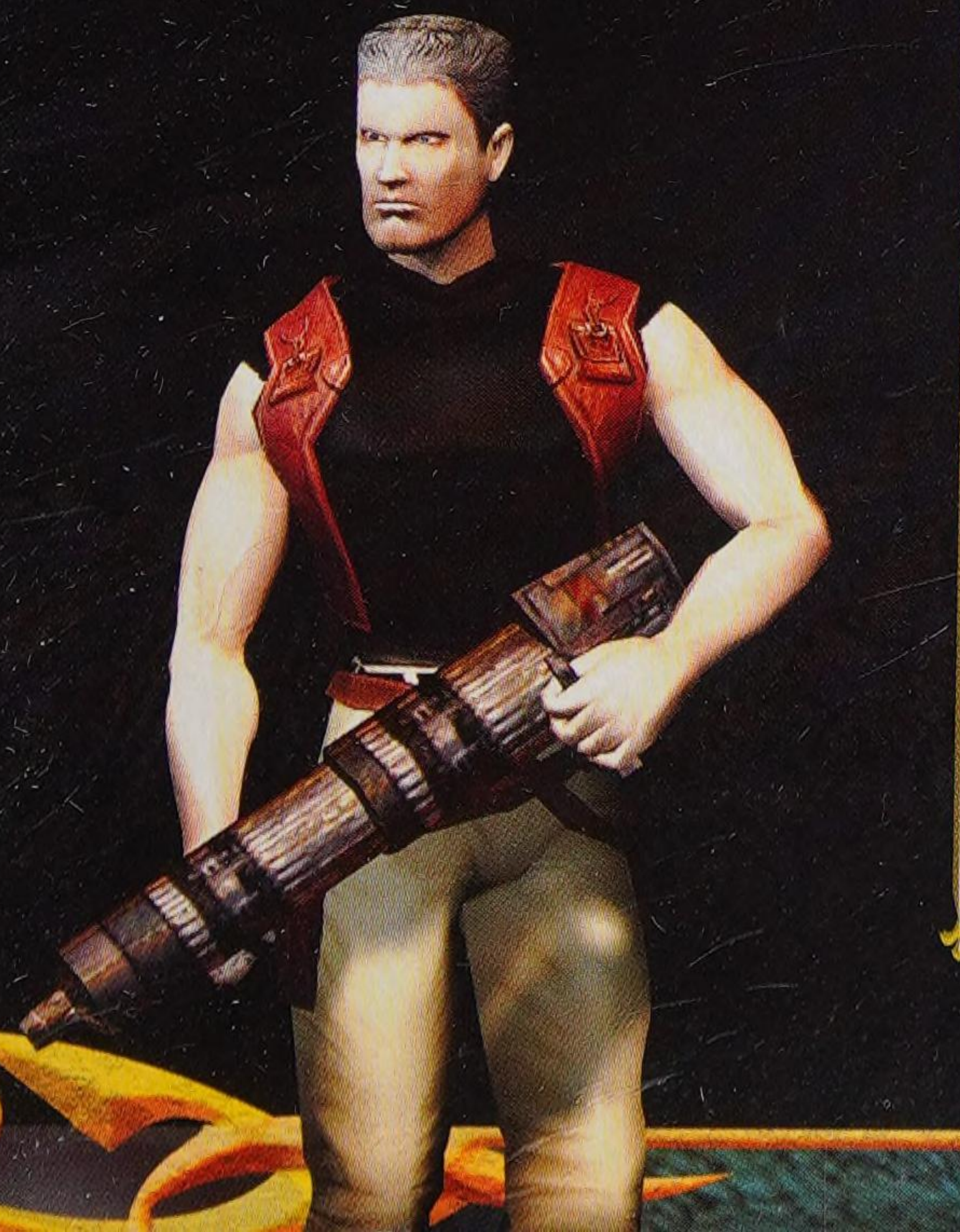


Black Vulkar Gang Tower Level 2



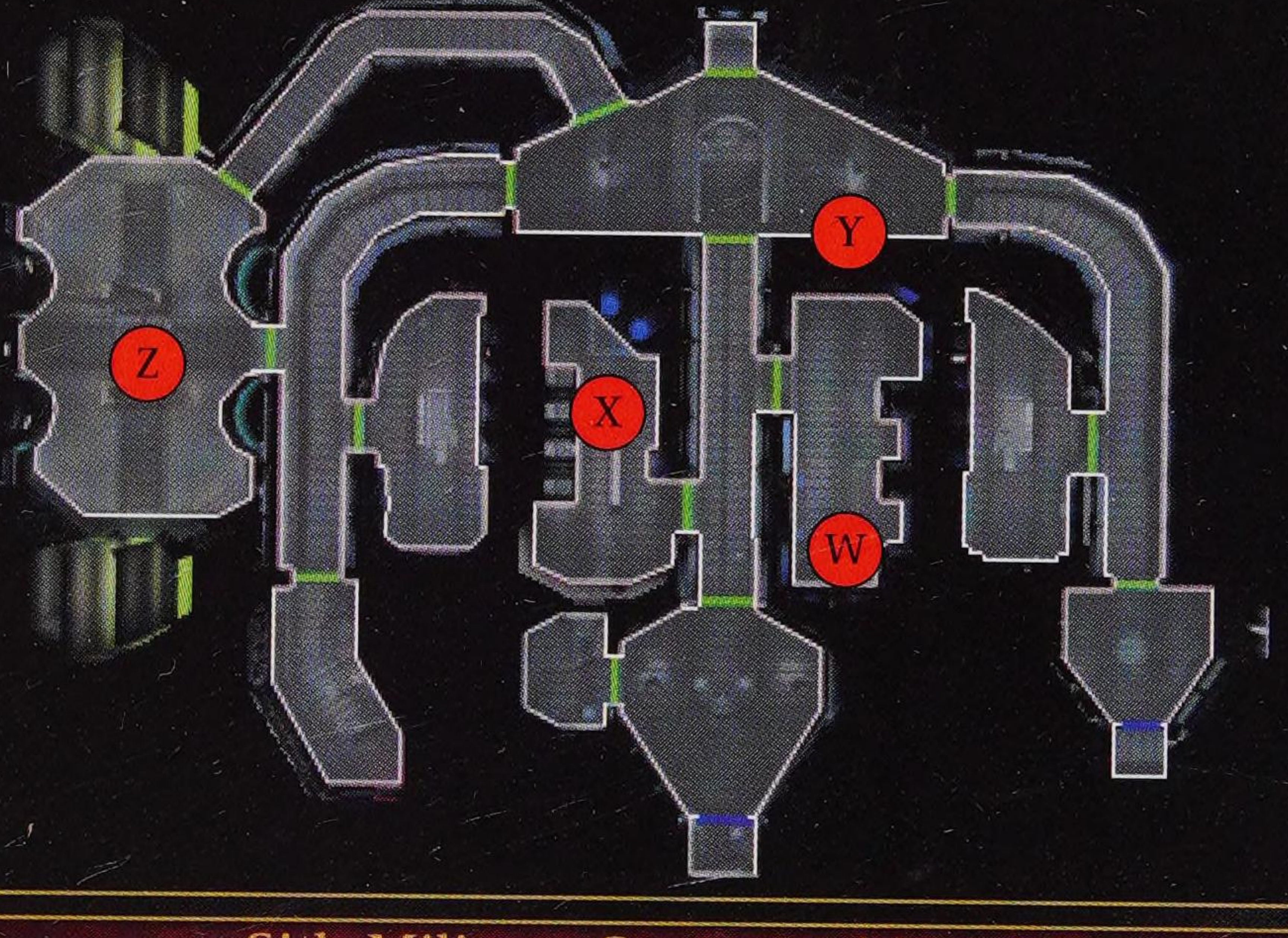
STANDARD DOOR
OPEN

Enter the facility from the sewers. This two-level hideout stores spice, various swoop bike parts, and other junk. Deactivate its comprehensive security system as part of your main quest. Black Vulkars and even waitresses can swamp you if you don't secure each area. On the first floor is a pool containing treasure and a trap. Repair the pool droid to disable the trap.

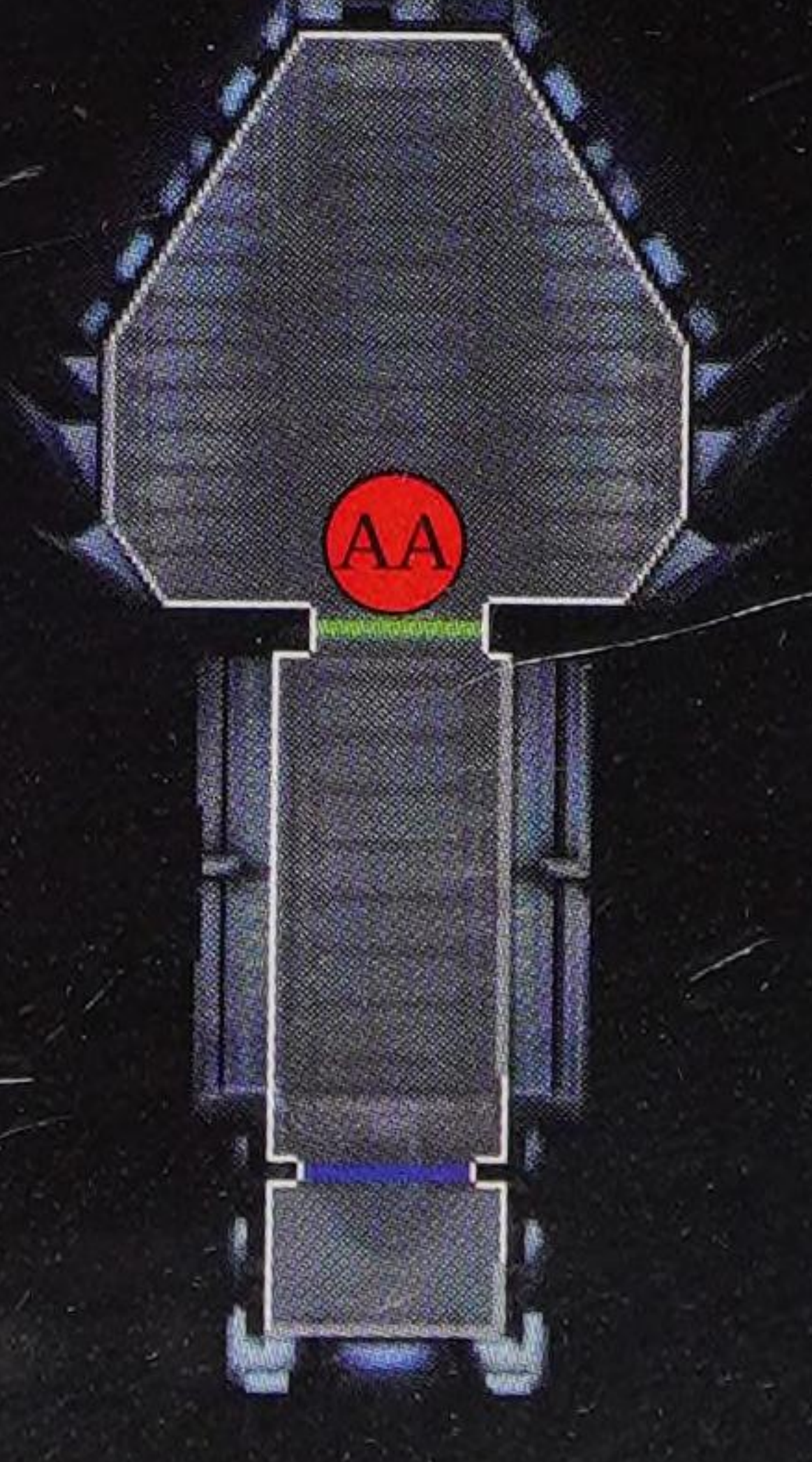


Area Overview 7: Sith Military Compound

Sith Military Compound Level 1



Sith Military Compound Level 2

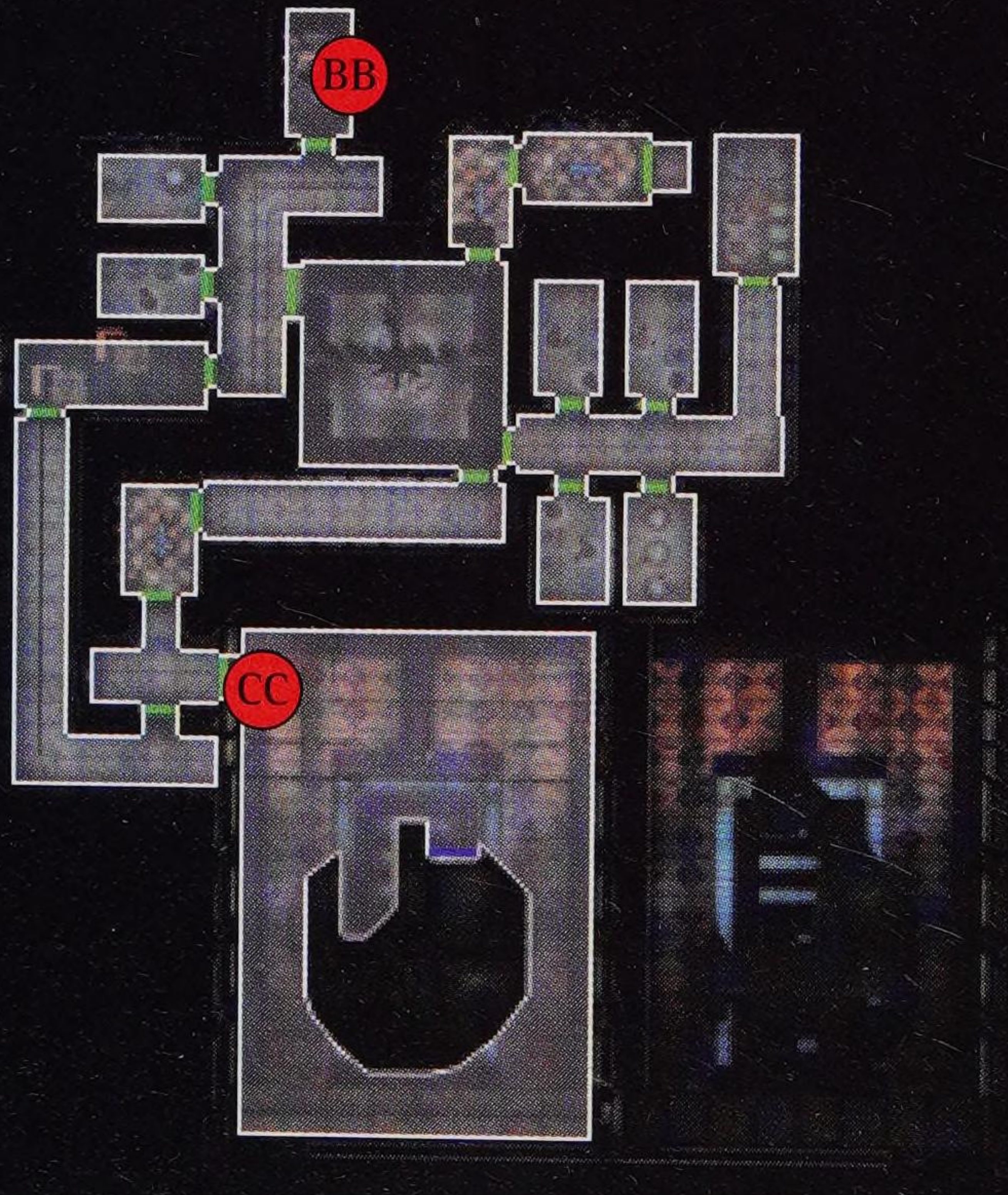


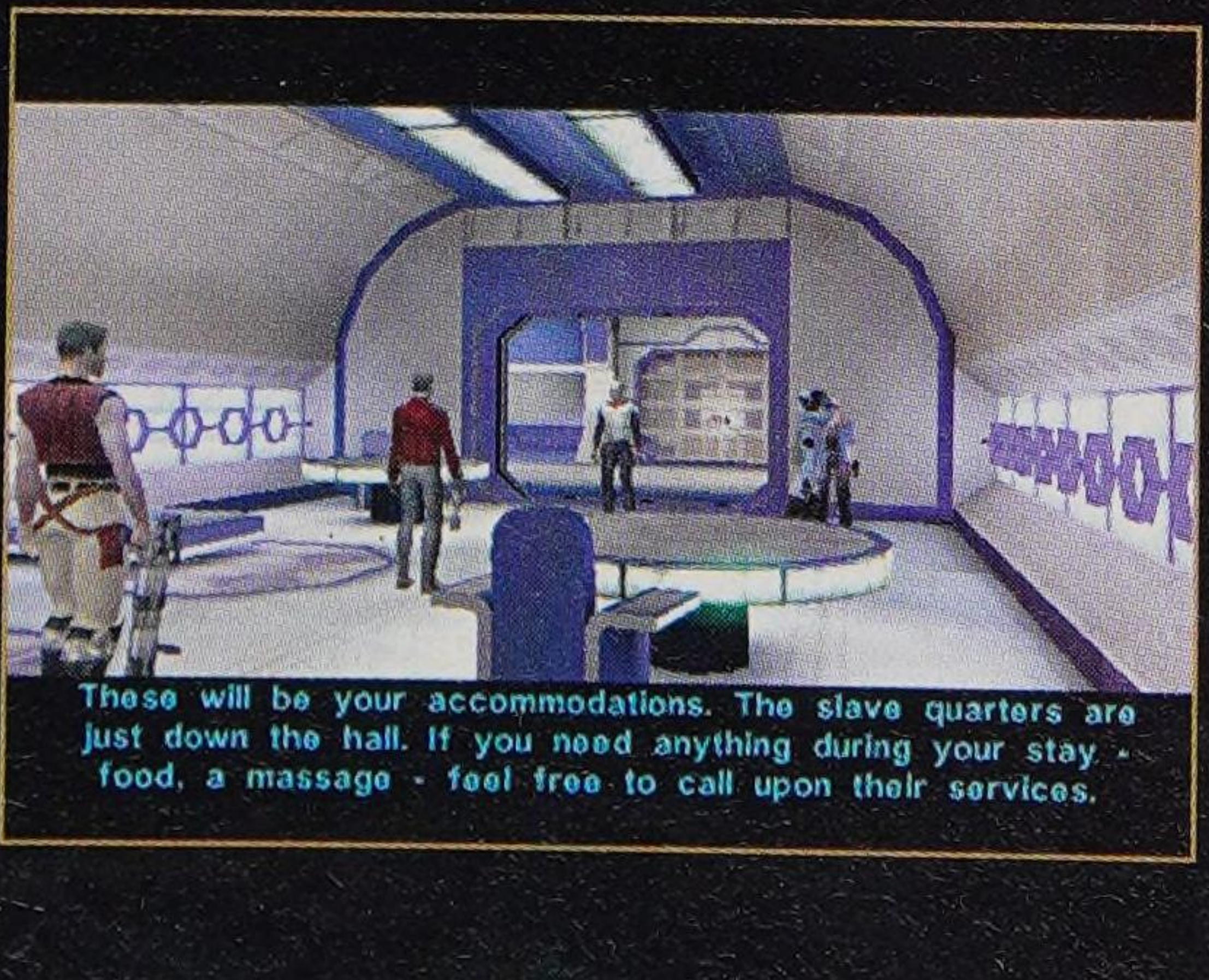
Hey - you can't come in here! This is a restricted area! You better tell me what you're doing or I'm going to hit the alarm!

The entrance to the Sith Base is in the Upper City. You can access this only with an astromech droid in your party. From inside the base, cleanse each room of enemies. Use ion rifles to disintegrate assault droids. After you battle through, head to a lower-level room and attack the Sith governor who holds the access cards for overriding Taris's planetary defenses, allowing you safe passage out!

Area Overview 8: Davik's Estate

Davik's Estate




These will be your accommodations. The slave quarters are just down the hall. If you need anything during your stay - food, a massage - feel free to call upon their services.

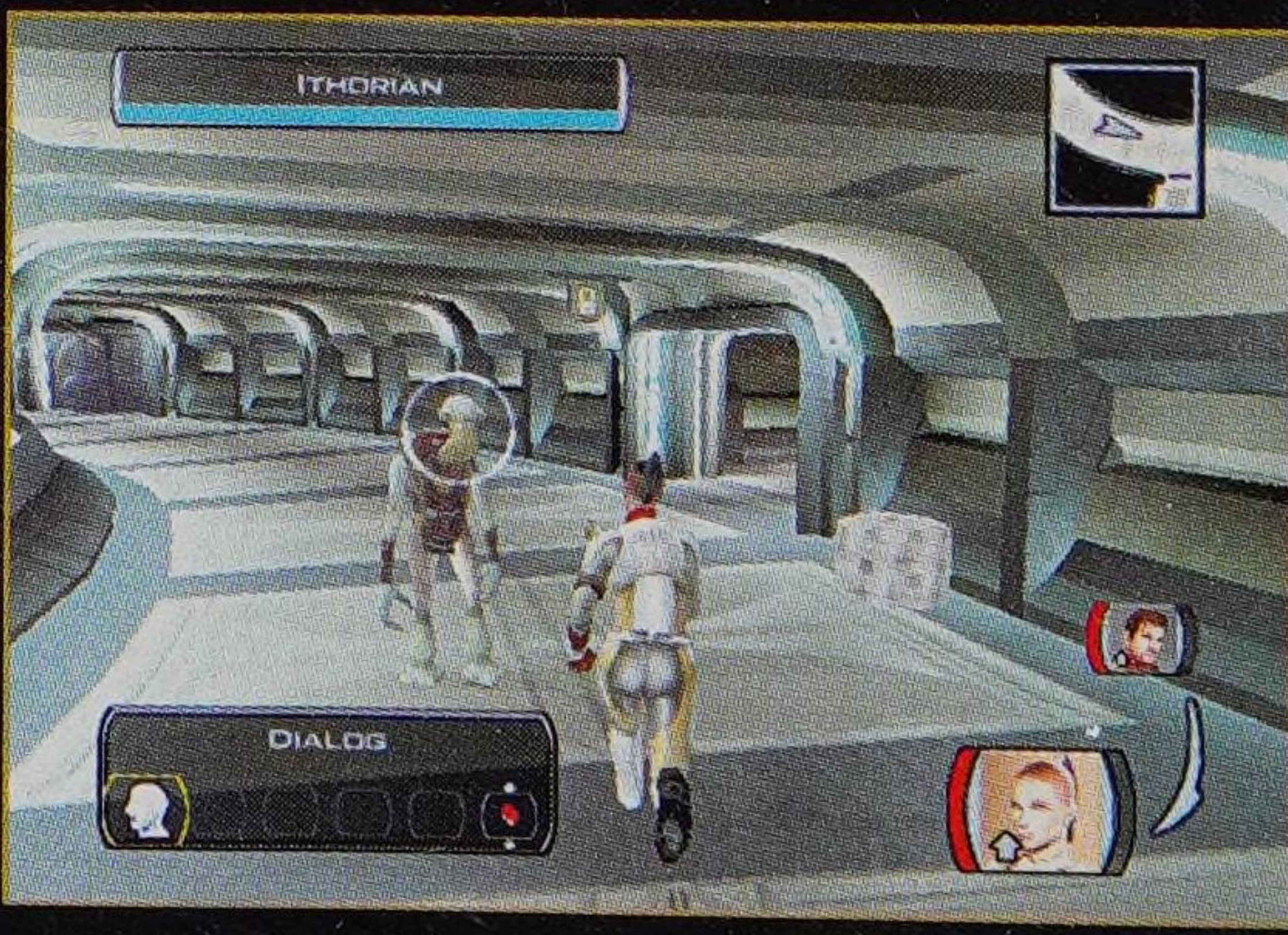
The final destination is Davik's Estate. To reach this place, you'll have already met a Mandalorian named Canderous (prior to your Sith base infiltration). He takes you inside the base as a "guest." Visit the pleasure room, then proceed to the main hangar after securing the *Ebon Hawk*'s ignition passcodes. Here you meet Calo Nord. Crush him with falling masonry before boarding the vessel, and make point five past lightspeed after shaking a squadron of Sith fighters.

Quest Overview

You have 17 available quests to complete during your investigation and escape from Taris. Many are optional. They are listed below in the order they can be accessed, although most can be completed at any time.

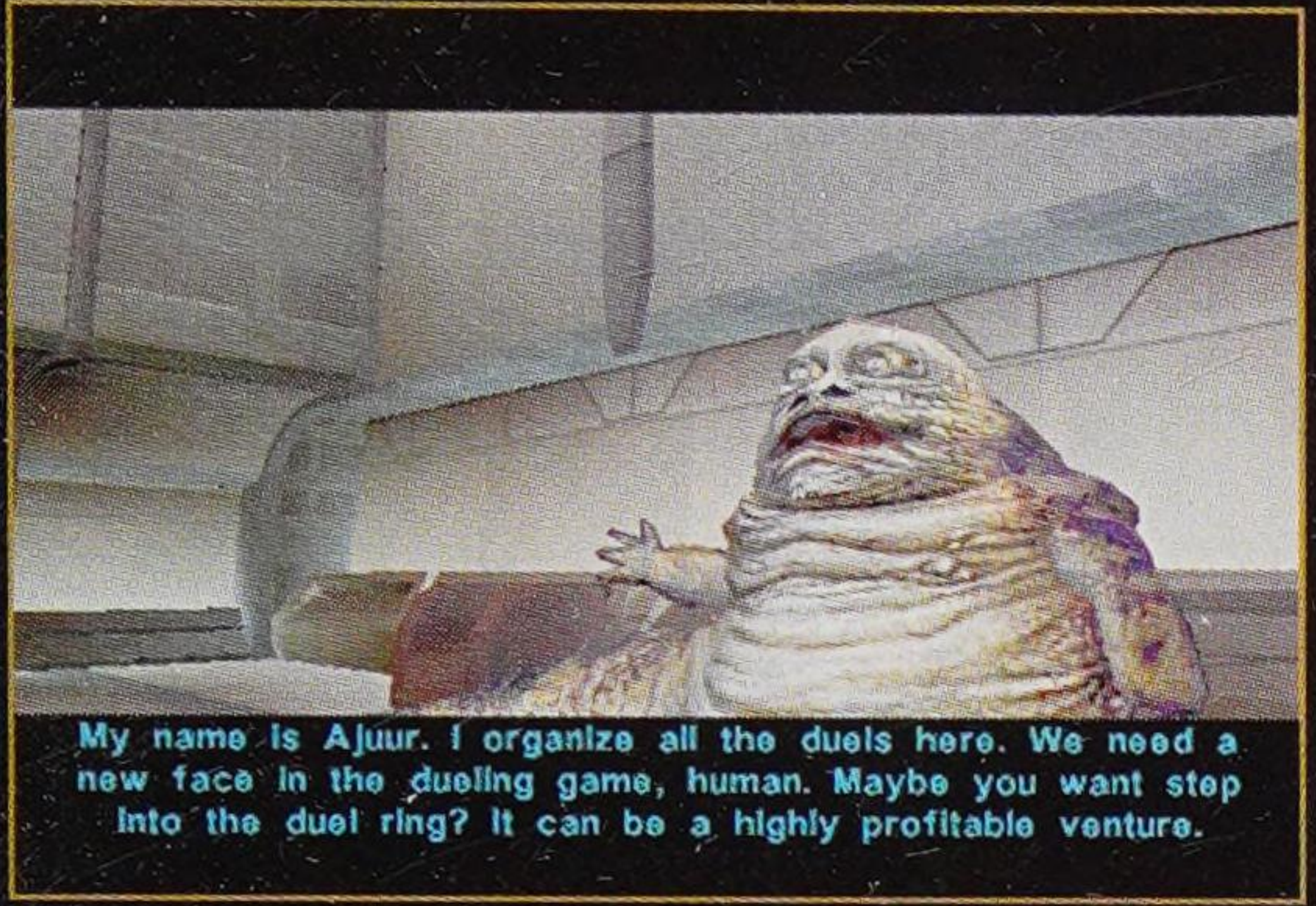
1. Rapid Transit System
2. The Duel Ring
3. Pazaak Rules
4. Matrik's Bounty
5. Bendak's Bounty
6. Dia's Bounty
7. Largo's Bounty
8. Selven's Bounty
9. Infected Outcasts
10. Rakghoul Serum
11. Rukil's Apprentice
12. The Promised Land
13. Escaping Taris (Purchasing a Droid) (Main Quest)
14. A Rancor in the Sewers (Main Quest)
15. The Search for Zaalbar (Main Quest)
16. Inside the Vulkar Base (Main Quest)
17. The Search for Bastila (Invited to a Party) (Main Quest)

Quest 1: Rapid Transit System



This quest is more of an elongated training routine on the benefits of instantly transporting yourself back to your base. Complete your search of the apartments you're in (dealing with the Sith trooper and battle droids), exit to the Upper City, and return to the apartments to complete the quest.

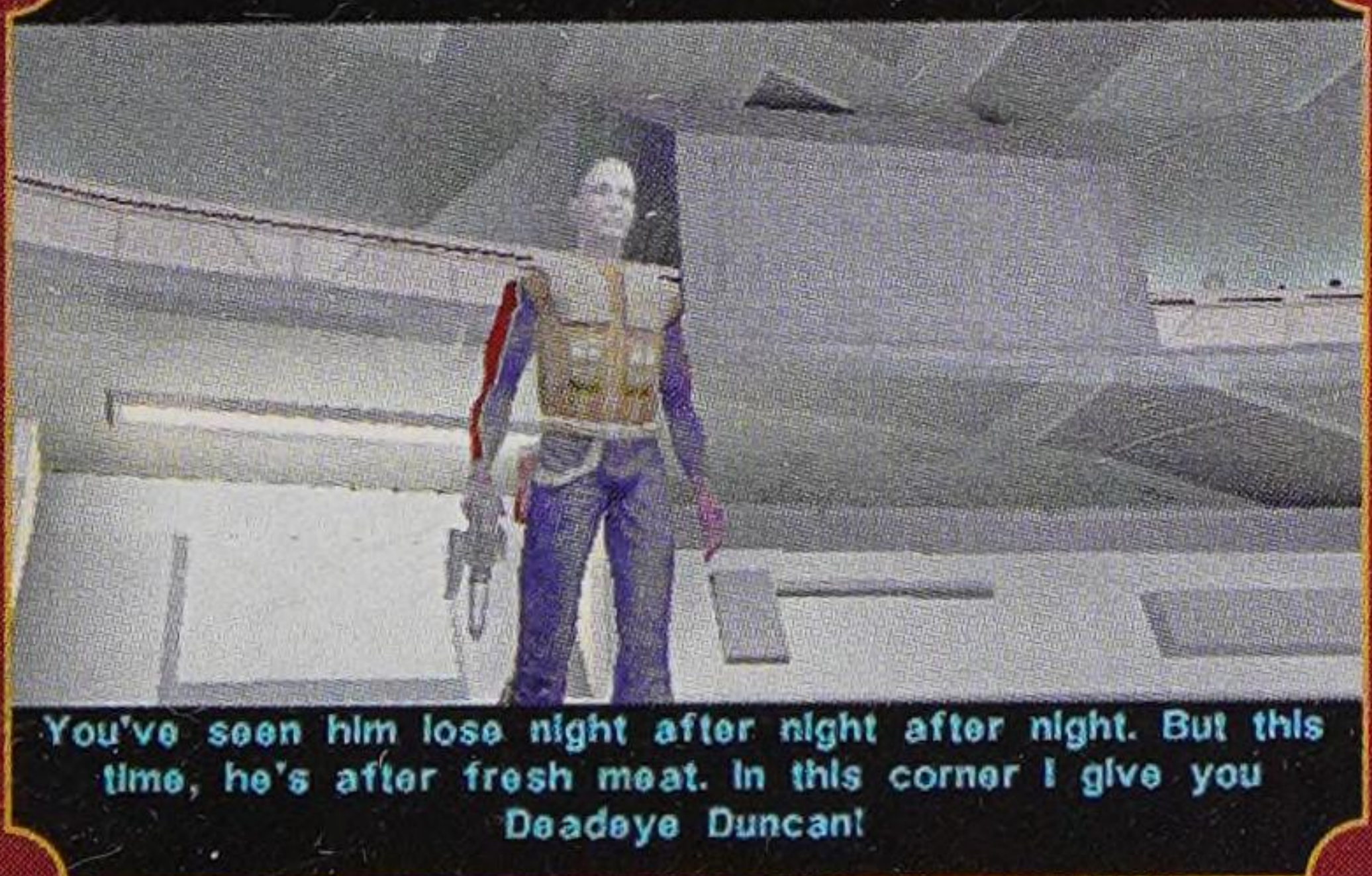
Quest 2: The Duel Ring



My name is Ajuur. I organize all the duels here. We need a new face in the dueling game, human. Maybe you want step into the duel ring? It can be a highly profitable venture.

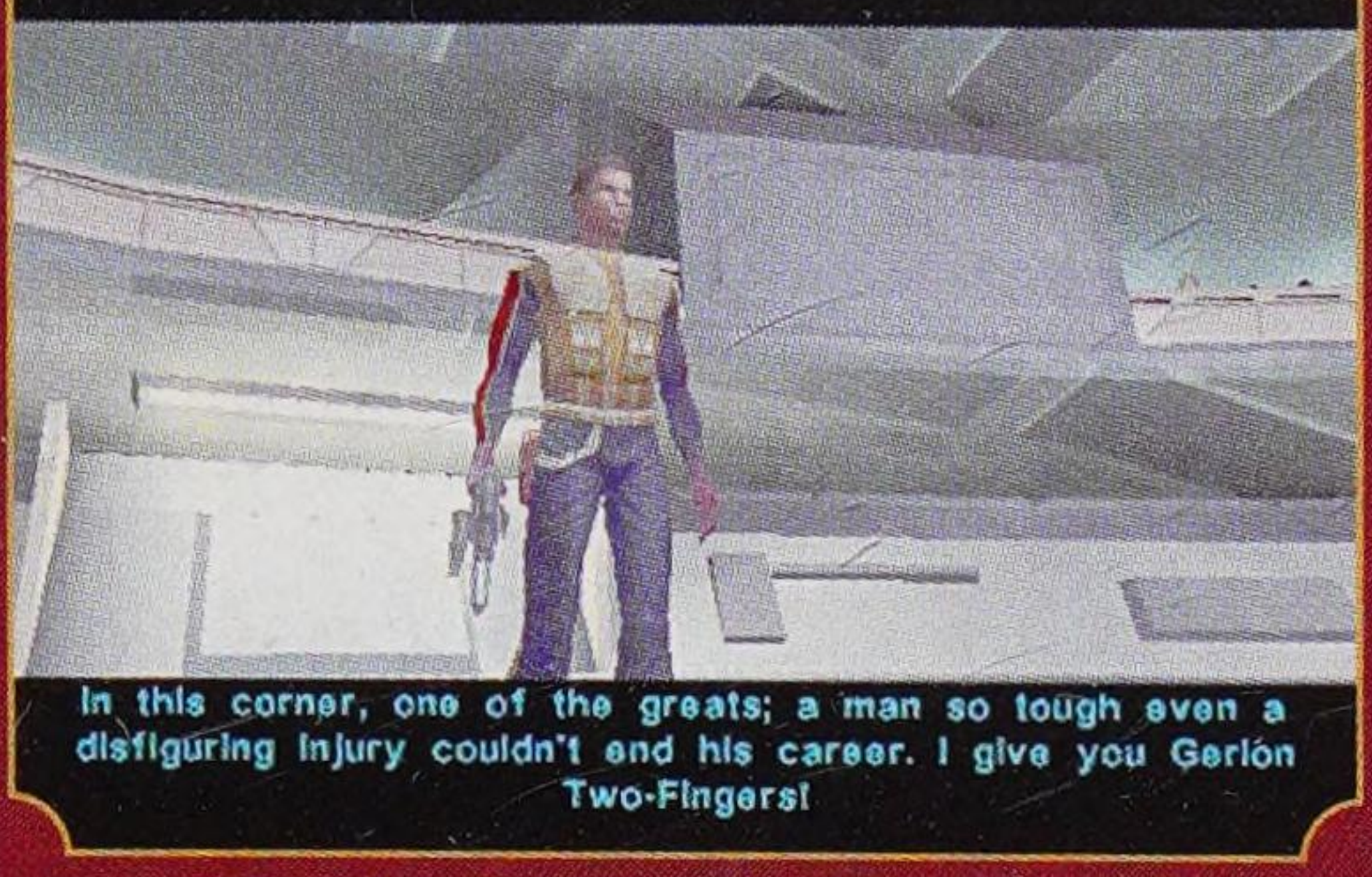
This is an adept method of obtaining hundreds of credits with a minimum of fuss. Enter the Upper City Cantina (Waypoint 1A), and encounter the Bendak Starkiller. His autoprint signing days are over—but return to him in the final arena fight. He's always in the cantina (appearing after you agree to become an arena fighter).

From inside the cantina, move to the dueling room (Waypoint 1B) and talk to Ajuur the Hutt. He mentions some nonlethal duels inside the arena. If you opt to test your mettle, you're offered the chance to fight a series of five increasingly proficient fighters. All of them are standing in this chamber.



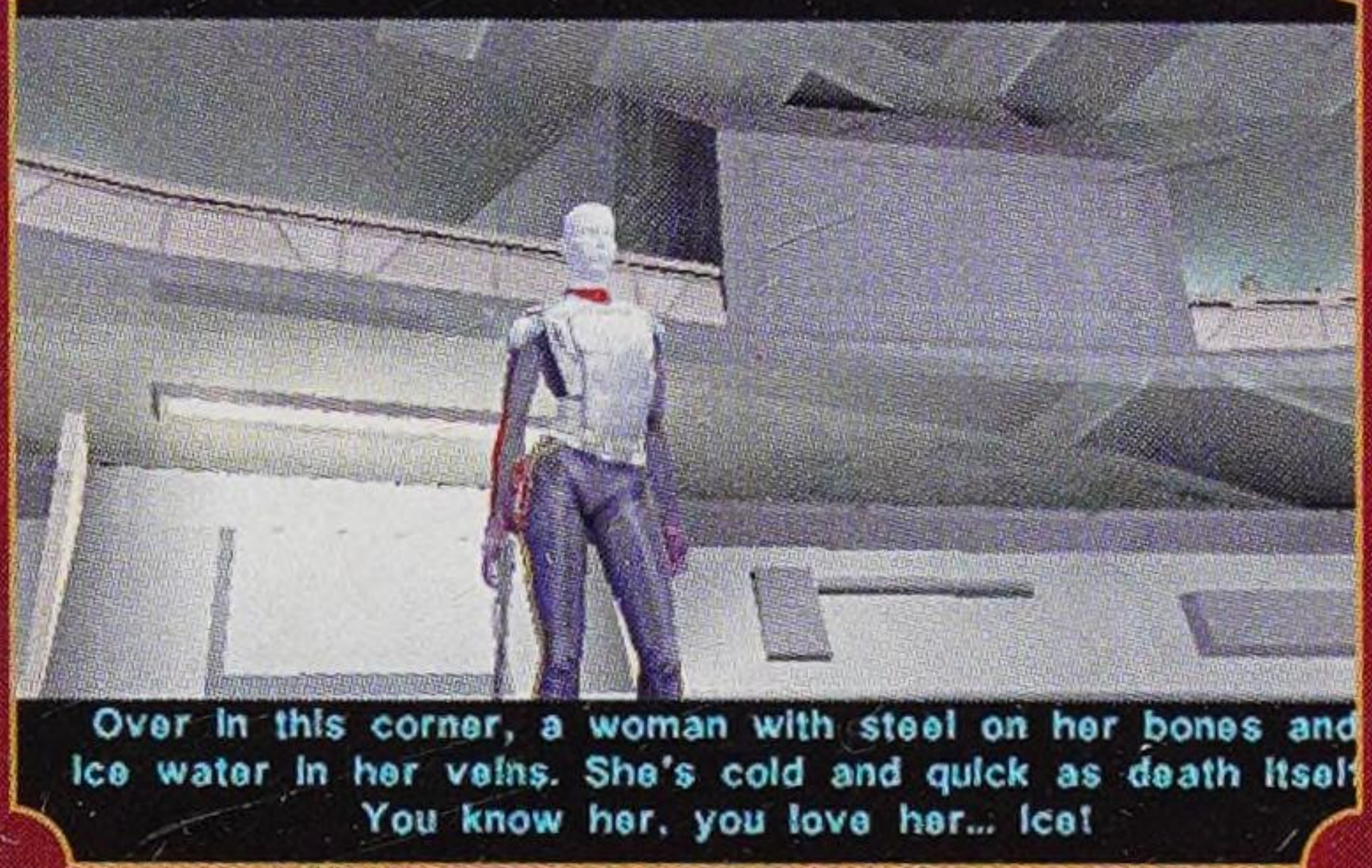
You've seen him lose night after night after night. But this time, he's after fresh meat. In this corner I give you Deadeye Duncan!

DEADEYE DUNCAN



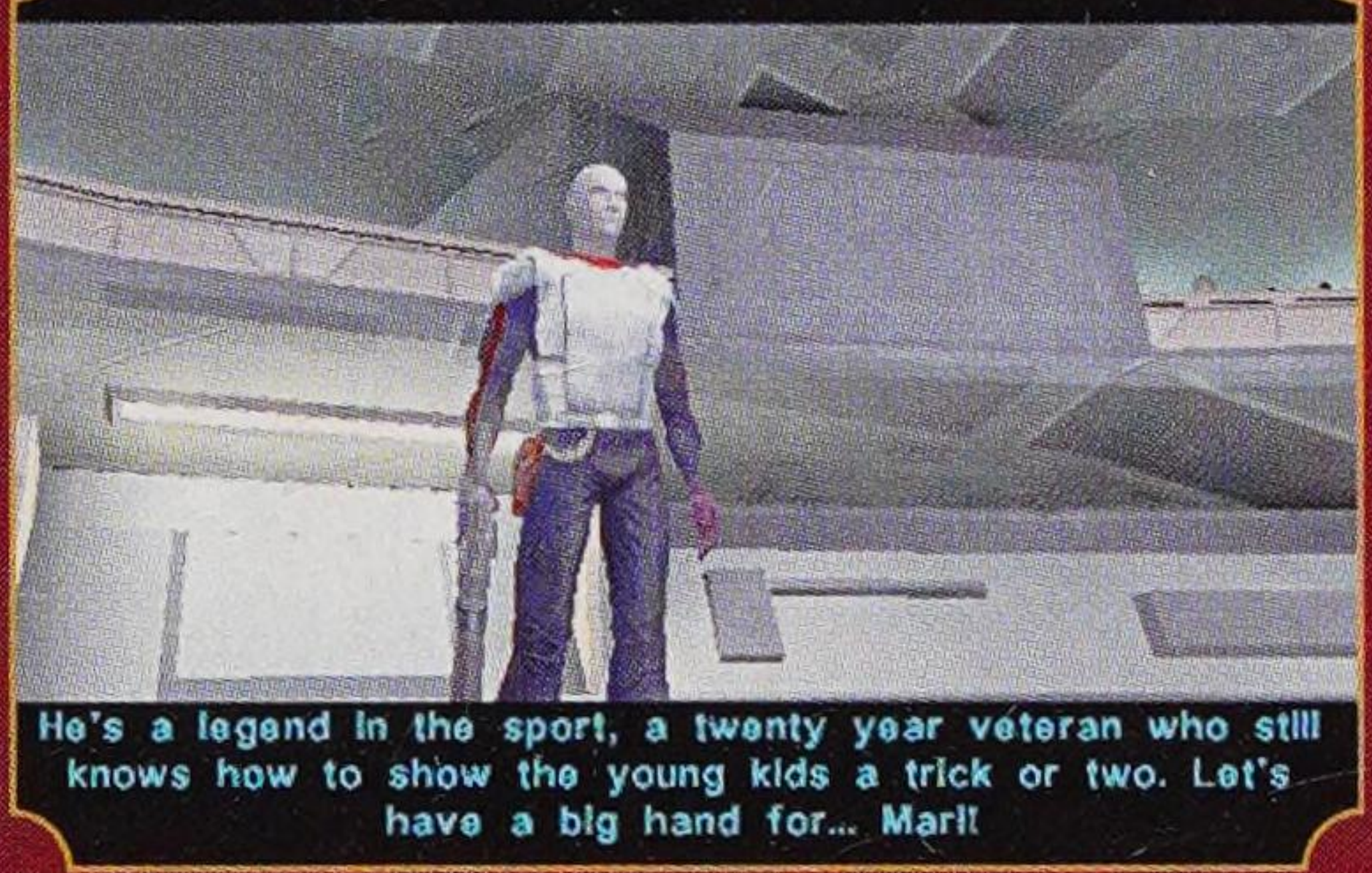
In this corner, one of the greats; a man so tough even a disfiguring injury couldn't end his career. I give you Gerlon Two-Fingers!

GERLON TWOFINGERS



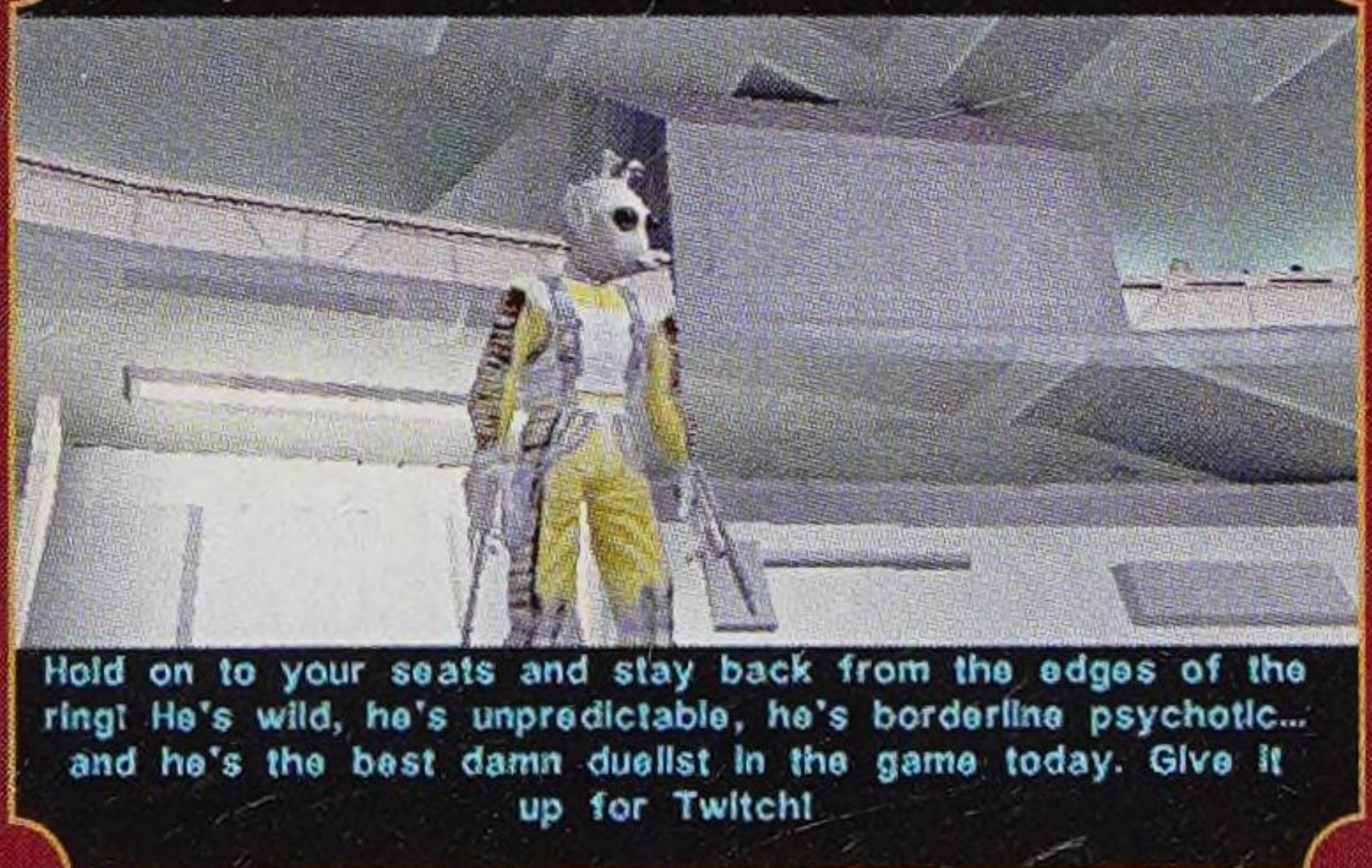
Over in this corner, a woman with steel on her bones and ice water in her veins. She's cold and quick as death itself You know her, you love her... Ice!

ICE



He's a legend in the sport, a twenty year veteran who still knows how to show the young kids a trick or two. Let's have a big hand for... Marl!

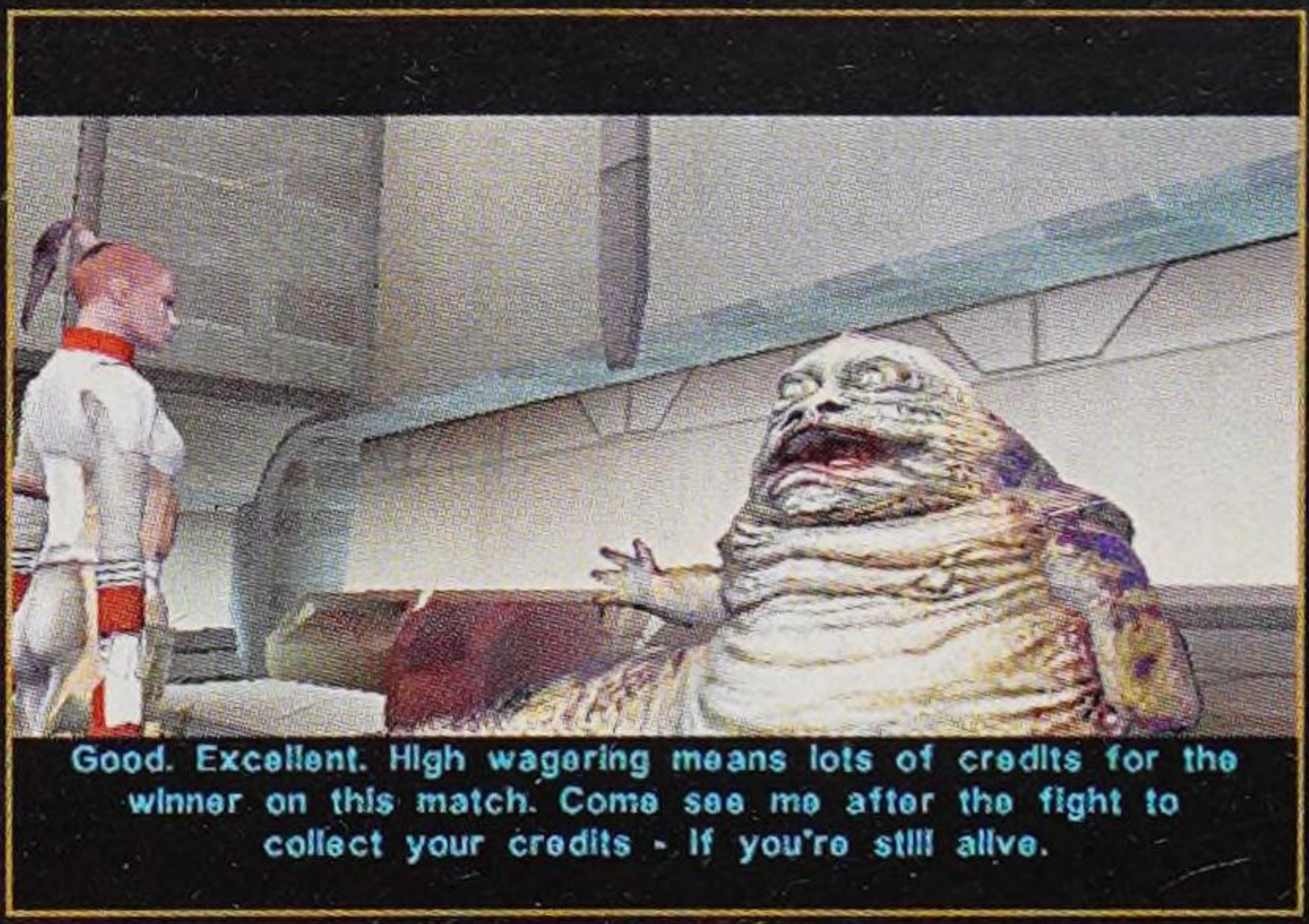
MARL



Hold on to your seats and stay back from the edges of the ring! He's wild, he's unpredictable, he's borderline psychotic... and he's the best damn duelist in the game today. Give it up for Twitch!

TWITCH

The battles with each of the five combatants aren't too taxing; learn the strategies presented in the Training section. Save your game after each battle. When talking to Ajuur the Hutt, persuade him to hand over more of your winnings. When Twitch lies in stunned spasms, Ajuur reckons it's time for an actual death match!

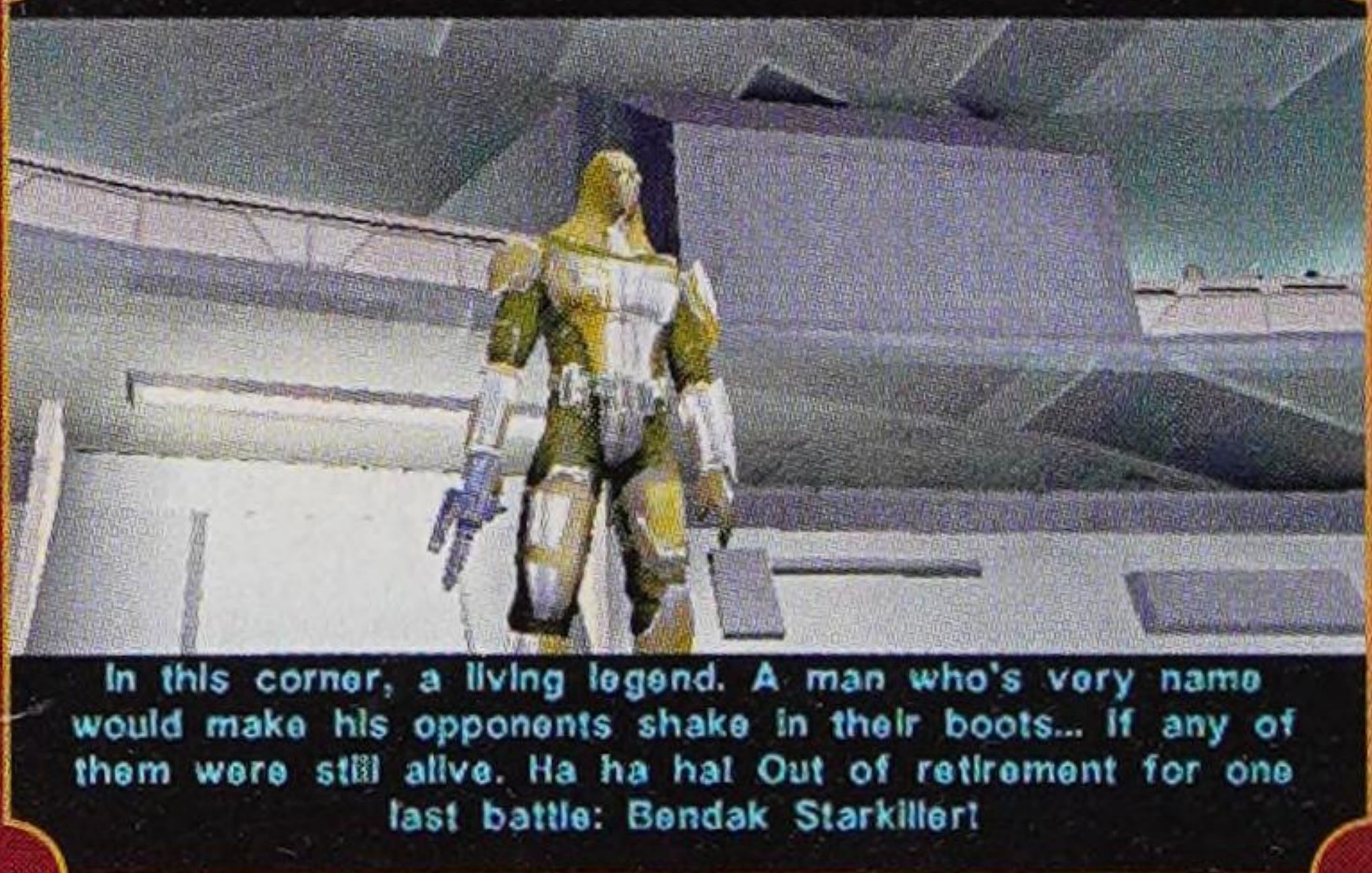


Good. Excellent. High wagering means lots of credits for the winner on this match. Come see me after the fight to collect your credits - If you're still alive.

This is between you and Bendak Starkiller, who's no pushover in the combat zone. However, preparation for the fight takes time. Talk to Ajuur, leave the cantina, head back and talk again, leave once more, then return. On this occasion, the fight is on!

TIP

Bendak Starkiller has a bounty on his head as a smuggler. Visit Javanar's Cantina in the Lower City, find bounty officer Zax the Hutt, and commence this bounty hunt before you defeat Starkiller in the final fight; there's a sizable cash prize!

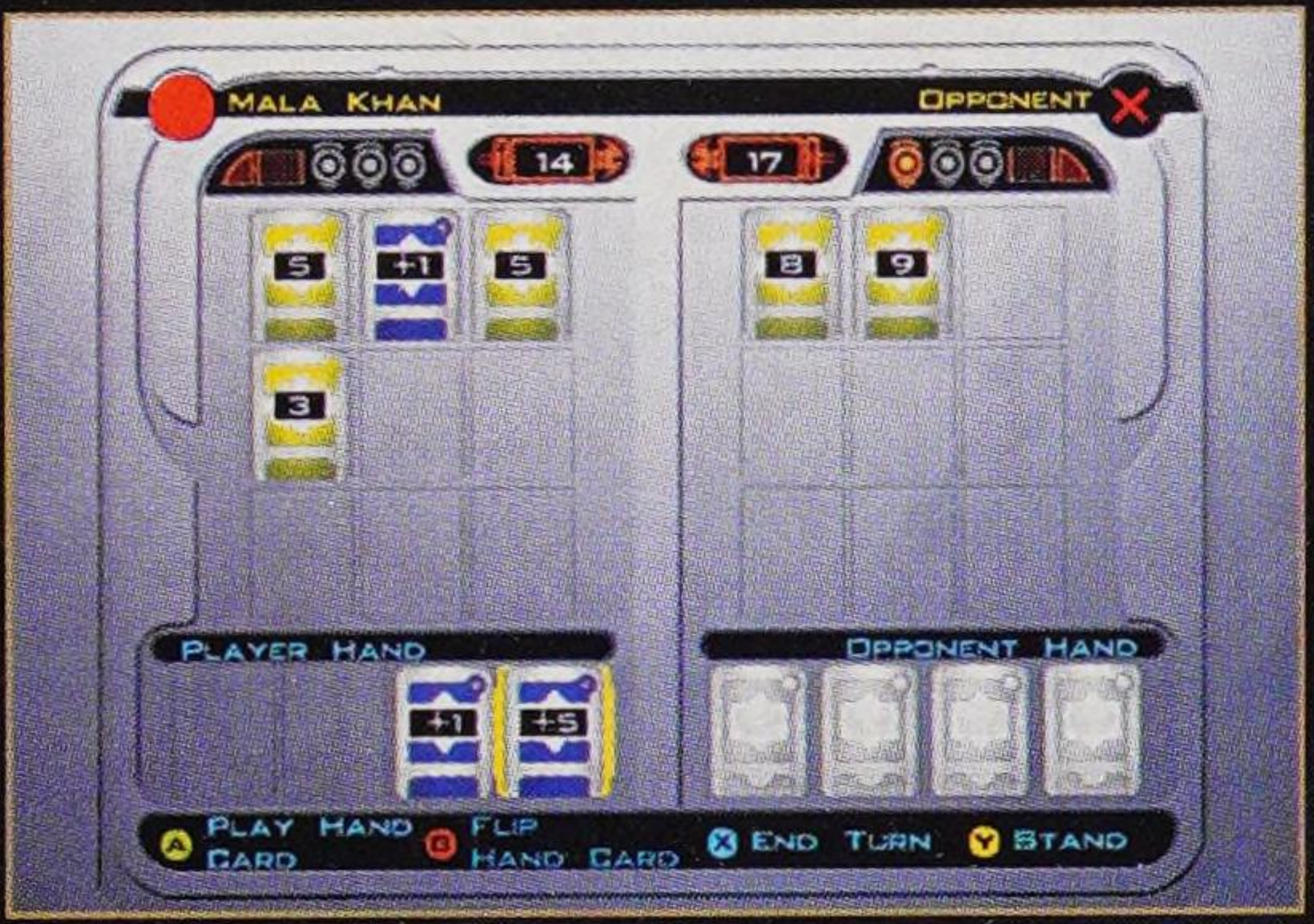


In this corner, a living legend. A man who's very name would make his opponents shake in their boots... If any of them were still alive. Ha ha ha! Out of retirement for one last battle: Bendak Starkiller!

BENDAK STARKILLER

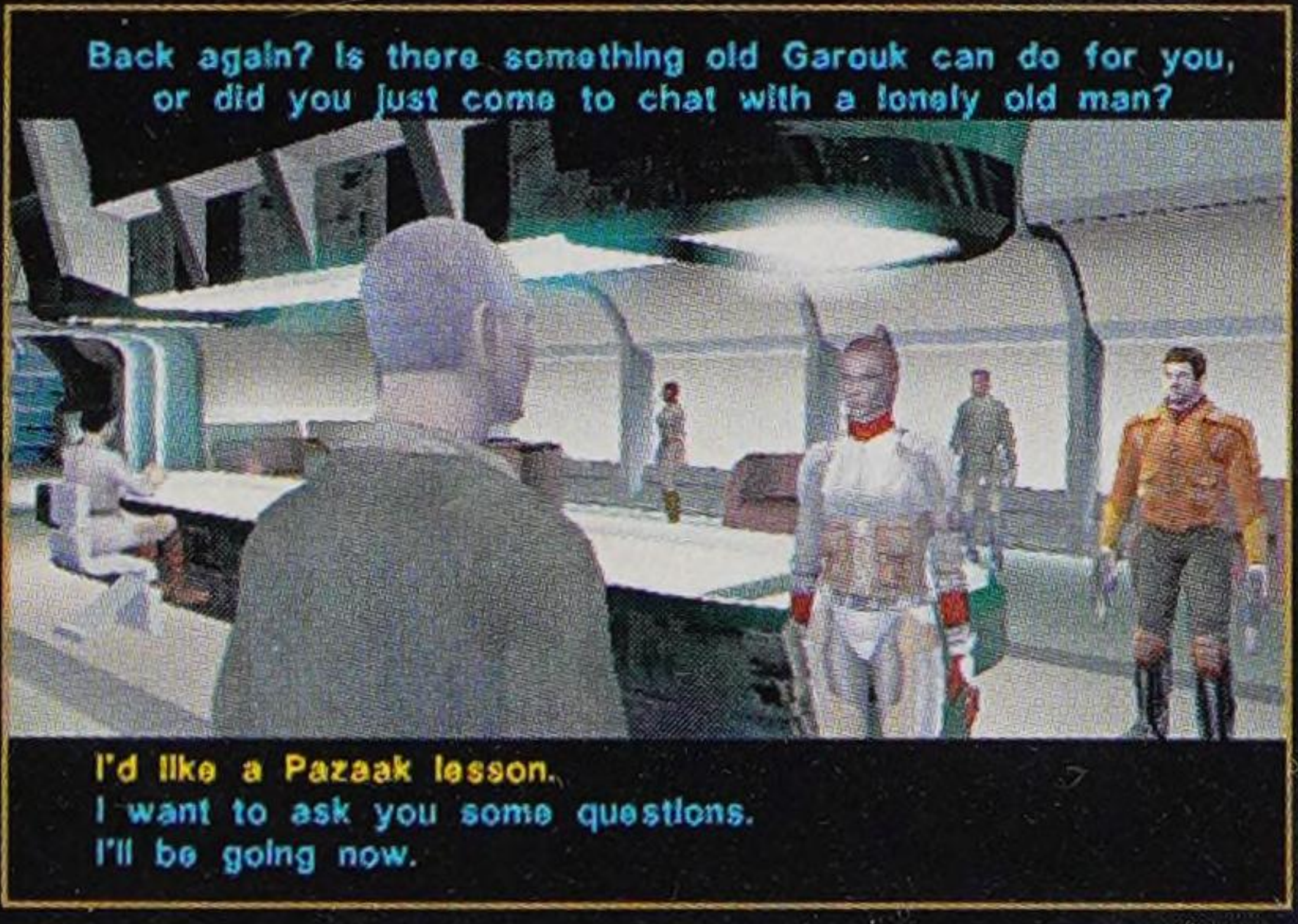
After you defeat Bendak Starkiller in the combat zone, return and claim your rewards: the appreciation of the cantina patrons, a hefty credit increase, and Bendak Starkiller's modified blaster (requires blaster proficiency, does 2–7 points energy damage, +1 attack, and is upgradeable).

Quest 3: Pazaak Rules



Throughout the Age of the Jedi, Pazaak was the favored gambling mode of a vast number of sentient beings, from Galactic senators to Rodian thugs. This quest is unique and open-ended; you can find players in both the Upper and Lower City Cantina gambling rooms (Waypoints 2A and 2B) as well as throughout your adventure.

Purchase rare cards (from the Lower City Cantina) and learn the rules outlined below before gambling. Although you begin with a 20-credit limit, later games have you winning (or losing!) many more valuables. Use your increasing Pazaak skills to pass the time and win credits, or ignore the game completely.



Back again? Is there something old Garouk can do for you, or did you just come to chat with a lonely old man?

I'd like a Pazaak lesson.
I want to ask you some questions.
I'll be going now.

Learn the game's rules and obtain a deck from Garouk, the Upper City Cantina's old-time Pazaak player. For a challenge, try Niklos, who's near Garouk. In the Lower City Cantina, beware of Gelrood; he's a hustler who challenges you to a game, then cheats (each game, his cards get stronger). Finally, serious Pazaak players should seek out Uriah (Lower City Cantina) who can furnish you with uncommon Pazaak cards.

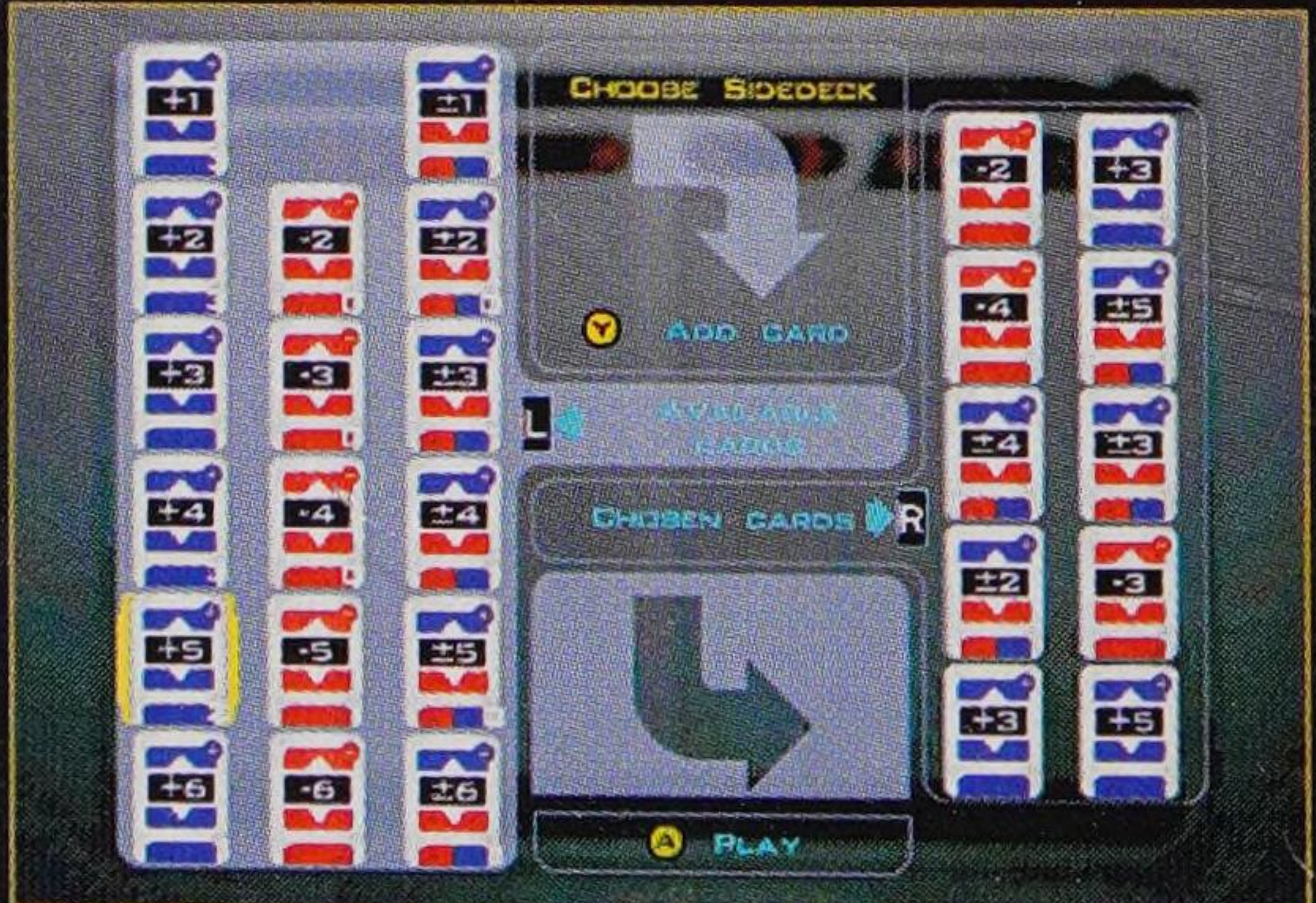
URIAH THE PAZAAK CARD SHARK

URIAH
DIALOG

Item (number available)	Cost (Credits)
Pazaak card +/-1 (2)	400
Pazaak card +/-3	250
Pazaak card +1 (∞)	200
Pazaak card +2 (∞)	150
Pazaak card -2 (∞)	150
Pazaak card +/-6 (∞)	100
Pazaak card +3 (∞)	100
Pazaak card +4 (∞)	50
Pazaak card -4 (∞)	50
Pazaak card +5 (∞)	25
Pazaak card +6 (∞)	10
Pazaak card -6 (∞)	10

Pazaak Playing

The Game Pieces



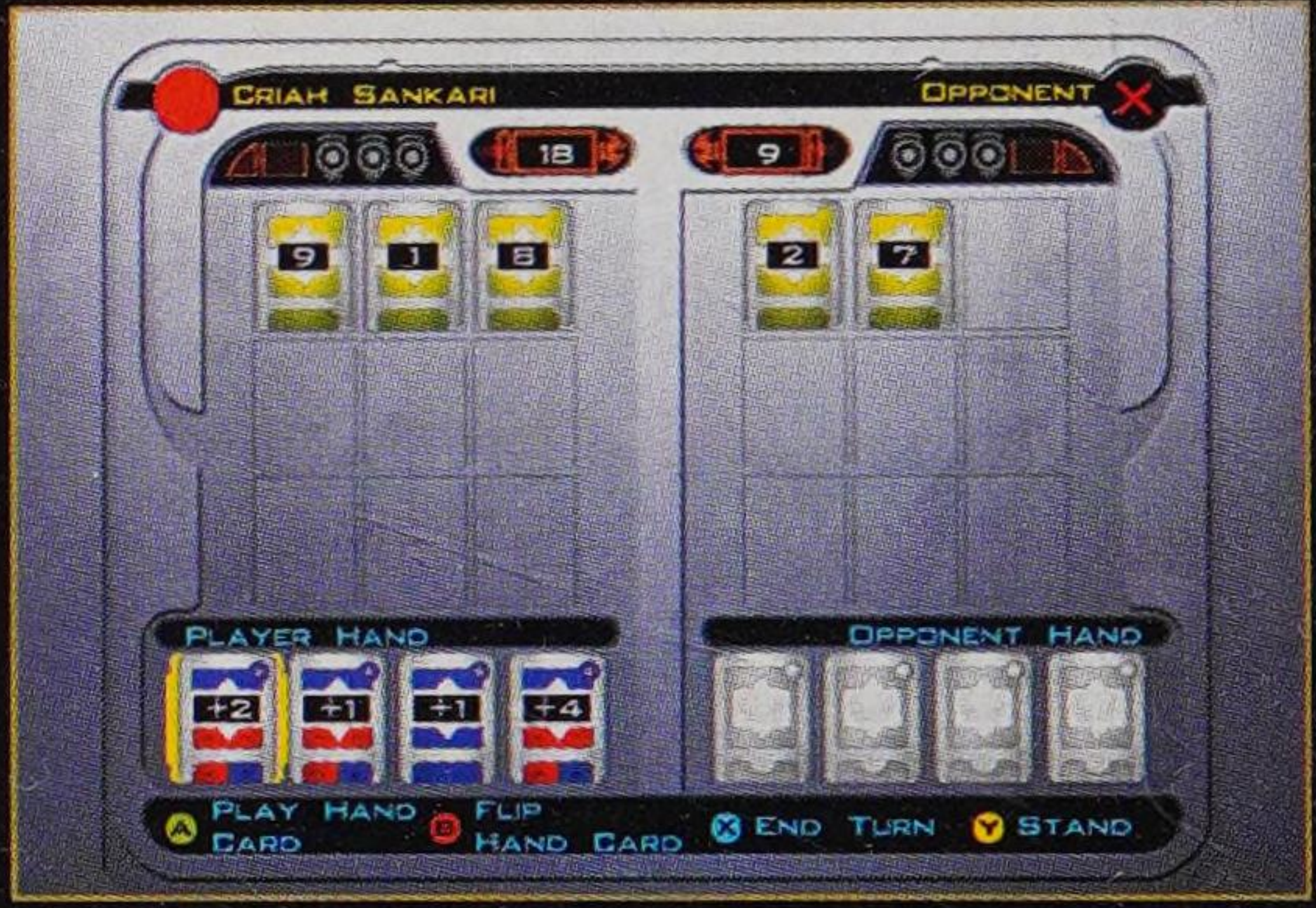
1. The main deck: This 40-card deck contains four cards of each number between 1 and 10.
2. The side decks: Each player has a 10-card side deck. Make up these decks with whatever cards the player has placed in the deck. Throughout the game, the player can pick up new cards for this deck. The types of cards available are listed below:

2a: +1 to +6 cards

2b: –1 to –6 cards

2c: Cards that can give +1 or –1. There are six types of these cards ranging from a modifier value of 1 to a modifier value of 6.

Playing the Game



The game's goal is to have your face-up cards add up to a number as close to 20 as possible without going over. The first player to win three games is victorious in the match. A player has a main deck and a side deck of 10 cards. The 10 cards in the side deck can be altered and changed as new side deck cards are found, giving the player a stronger pool from which his or her four random cards will be chosen.

Step 1: The player draws four random cards from his or her side deck. This is the player's hand. These cards are available to the player for all three sets. Each card can be played only once per match.

Step 2: Your opponent draws four random cards from his/her side deck.

Step 3: You draw one card from the main deck. All cards are played face up.

Step 4: Your opponent draws one card from the main deck. All cards are played face up.

Step 5: You have the option of playing one of the cards from your hand. You never replenish your hand, even for the next set. Your four-card hand must last through all three sets.

Step 6: You now have the option of "standing." This means you no longer draw from the main deck or play one of your hand cards for the rest of the set. When you stand, the opponent can still take as many turns as he/she wants. This also holds true for you, when your opponent stands.

Step 7: You may play only one card from your hand per turn. You cannot play two hand cards in a row without taking another "hit" (card).

Step 8: Your foe has the option of playing one of his/her cards from his/her "hand."

Step 9: Your opponent can now take the option to stand.

Step 10: If you elected not to stand, you can draw another card from the main deck. This card is face up.

Step 11: You now have the option of playing one of the cards from your hand.

Step 12: You now have the option of standing.

Step 13: If your adversary did not stand, he/she now draws a card from the main deck. This card is face up.

Step 14: Your foe now has the option of playing one of his/her cards from his/her hand.

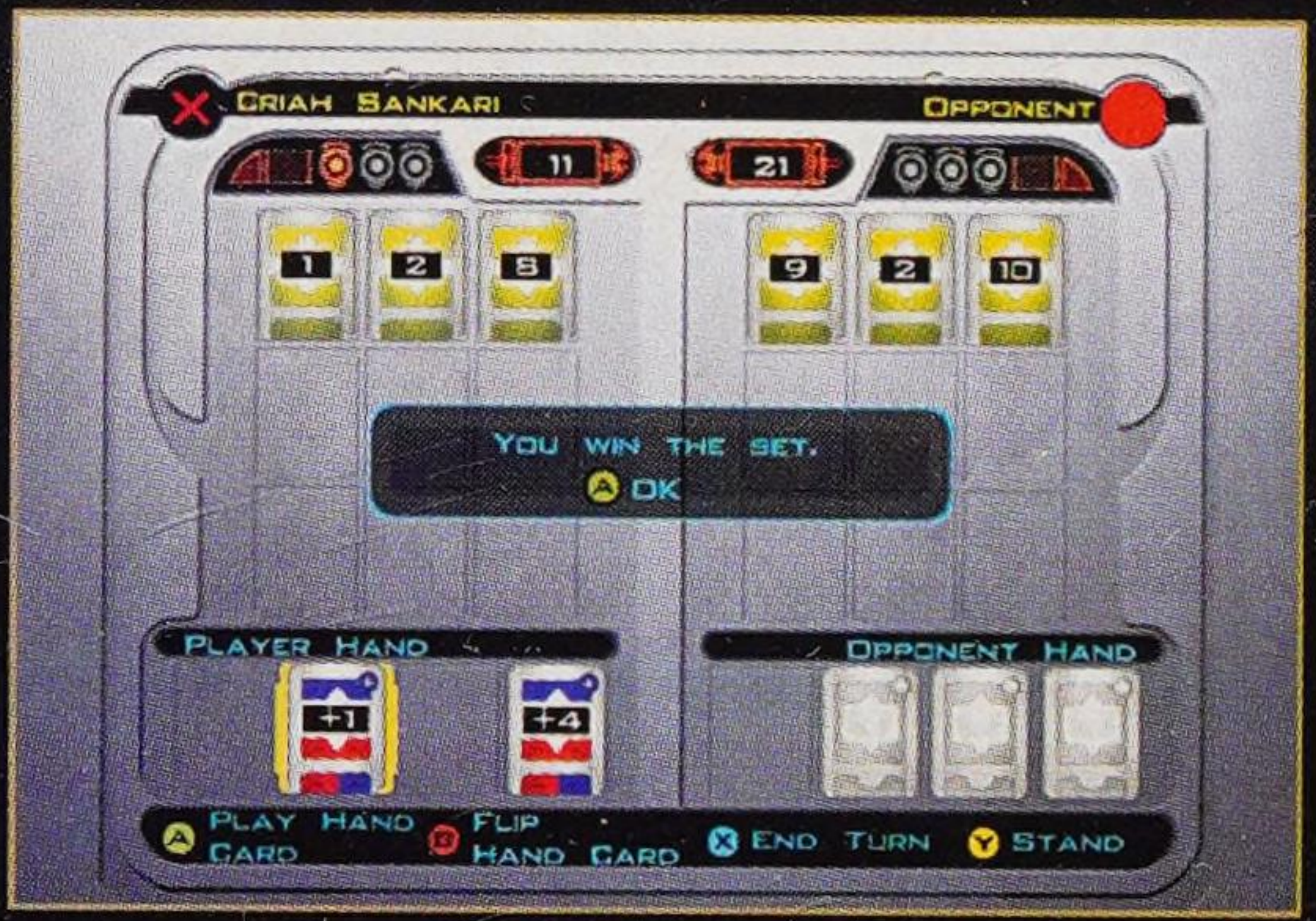
Step 15: Your opponent now has the option to stand.

Useful Notes

This cycle continues until both players decide to stand or one player goes over 20. If one player goes over, he/she loses and the other player wins; otherwise, whichever player is closest to 20 wins.

In the case of a tie, another match must be played. No new cards from the side decks are drawn. A player can never have more than nine cards in play during one set. This includes cards from the hand as well as cards dealt from the deck.

A "+/-" card must be declared as a positive or negative when played; once played, it cannot be changed. You can toggle between the +/- of the card, and you can continue to switch the sign until you've played the card and declared your turn done.



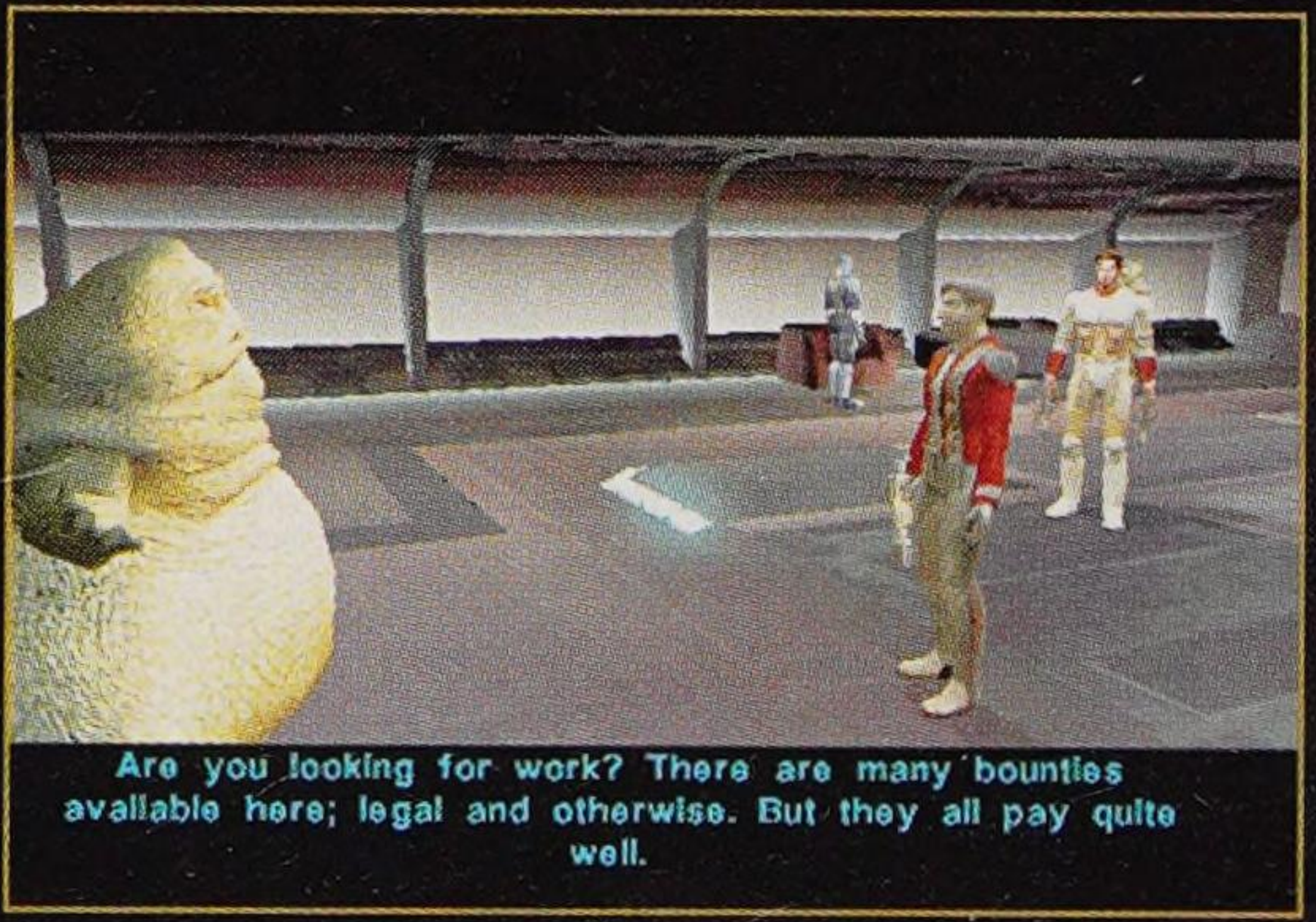
YOU WIN THE SET.
OK

The winner of the match receives whatever was bet. After playing, you can play again, unless the match is a single-match event.

Seven Expert Tips to Ensure Victory!

1. You can draw a card from the main deck that puts you over 20, then play a card from your hand that brings you back under. You only lose if you are over 20 at the end of a turn.
2. Conserve the cards in your side deck as long as possible. This allows you more options later in the match when winning is critical. Do not use more than one side card in a single set unless it will secure the last win for you.
3. If your total is less than 15, you have more than 50 percent chance of not going over 20 if you hit again. Therefore it is fairly safe to hit instead of playing a side card.
4. Buy cards from card dealers. The cards they offer are better than the cards with which you start. The best cards are the ones that can be flipped between positive and negative. These cards are like having two cards in one and give you more cards in your side deck. They can be switched back and forth until they are played.
5. Have a variety in your total side deck so you have more options in the match.
6. If your opponent is close to 20, and you don't have a side card that can match his/her score or beat it, hit even if you might go over 20, because you will lose if you do not.
7. If you have cards with negative values (red) or values that can be switched to positive or negative, plan your strategy accordingly. You can hit more aggressively knowing that if you go over 20, you can use one of these cards to take you back under or equal to 20.

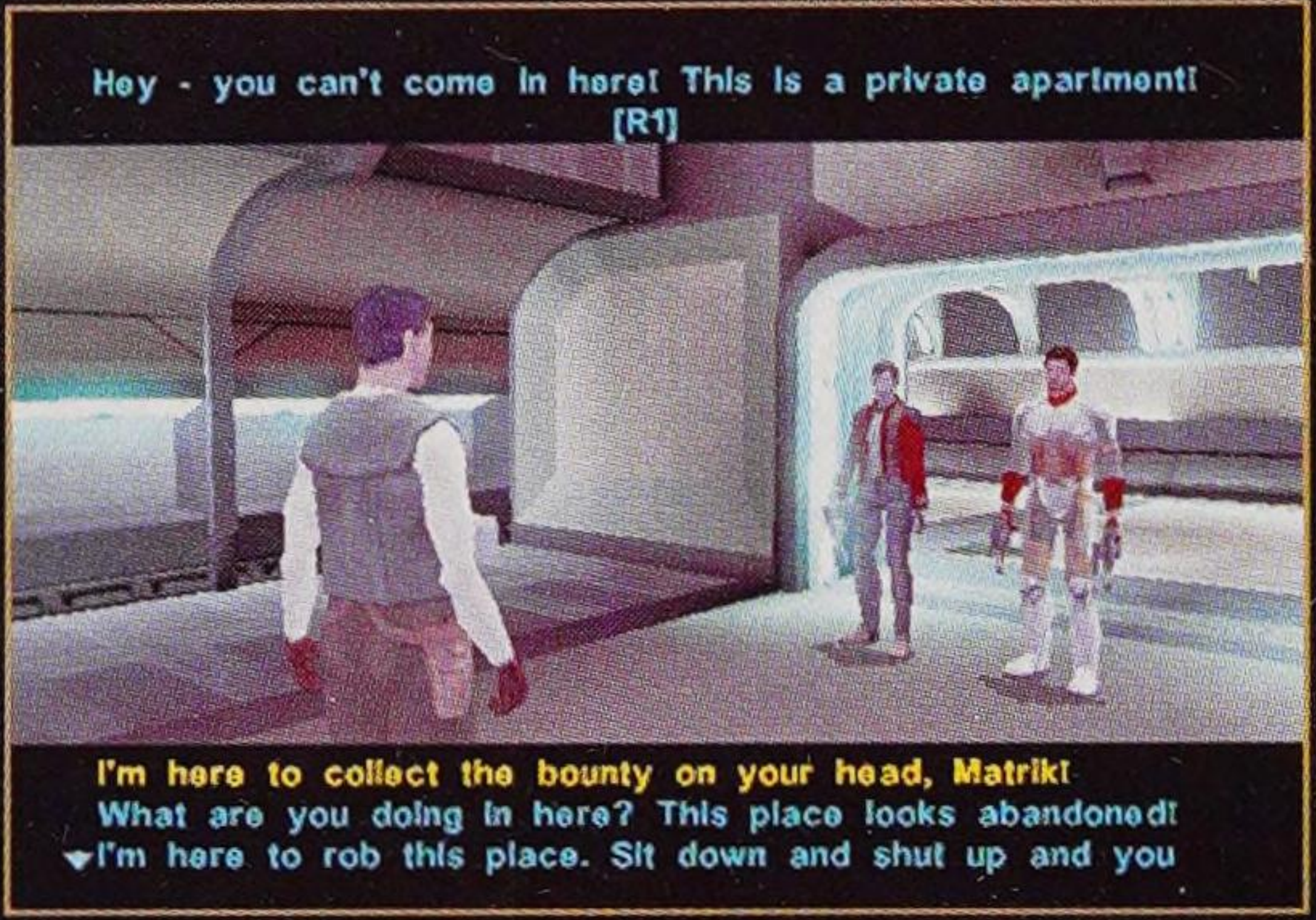
Quests 4–8: Bounty Hunter



Are you looking for work? There are many bounties available here; legal and otherwise. But they all pay quite well.

Five reprobates in Taris have angered other unsavory characters and bounties have been placed on their heads. Two of the bounties have been sanctioned by the Sith, and the remaining three are illegal hunts organized by Davik via a Hutt friend. Visit bounty officer Zax the Hutt in the Lower City Cantina bounty room (Waypoint 3A), and your datapad is updated with pertinent information. Ask Zax for more detailed analysis of your quarry. Complete these bounty hunts in any order you wish.

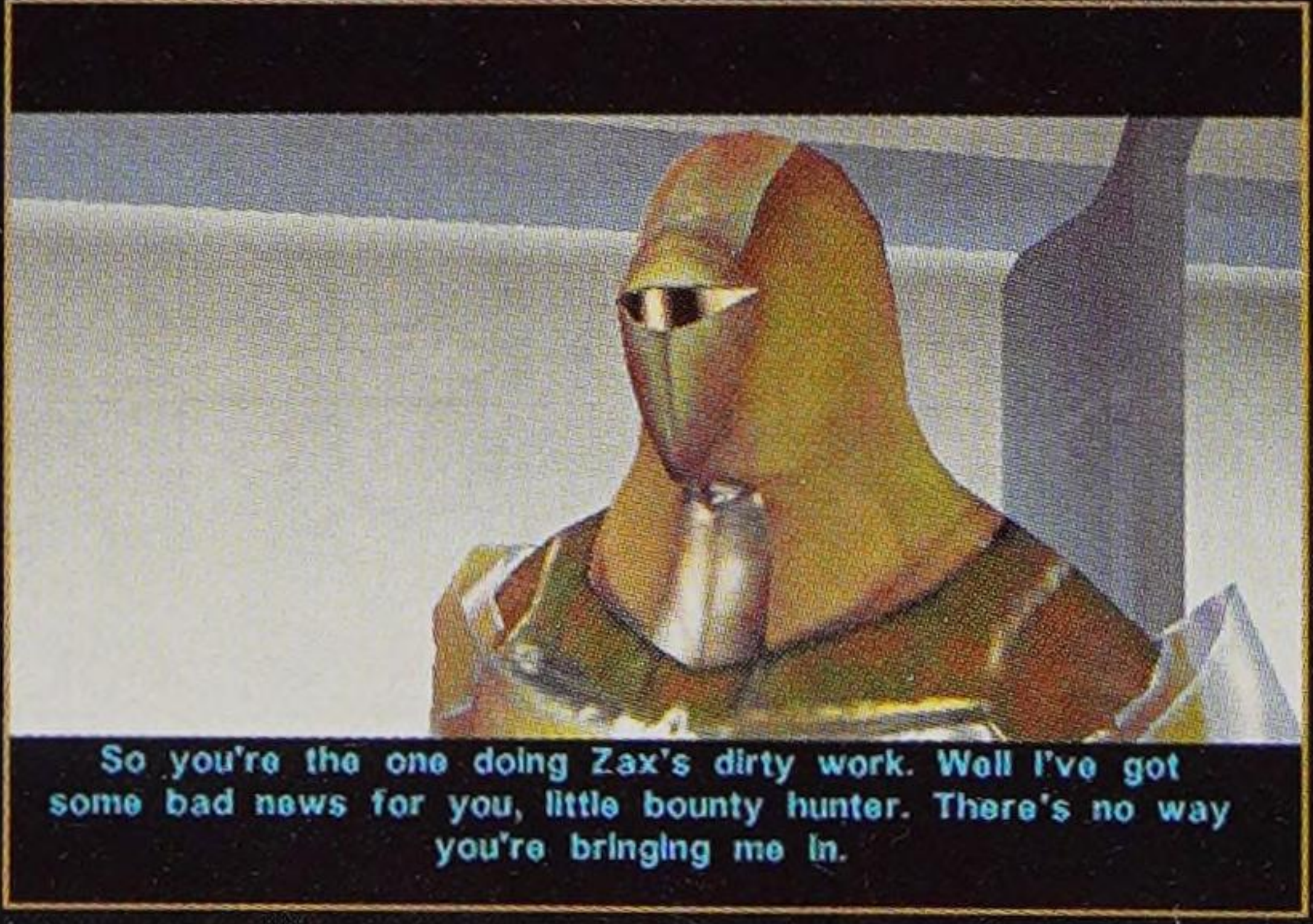
Quest 4: Matrik


Hey - you can't come in here! This is a private apartment! [R1]

I'm here to collect the bounty on your head, Matrik!
What are you doing in here? This place looks abandoned!
▾I'm here to rob this place. Sit down and shut up and you

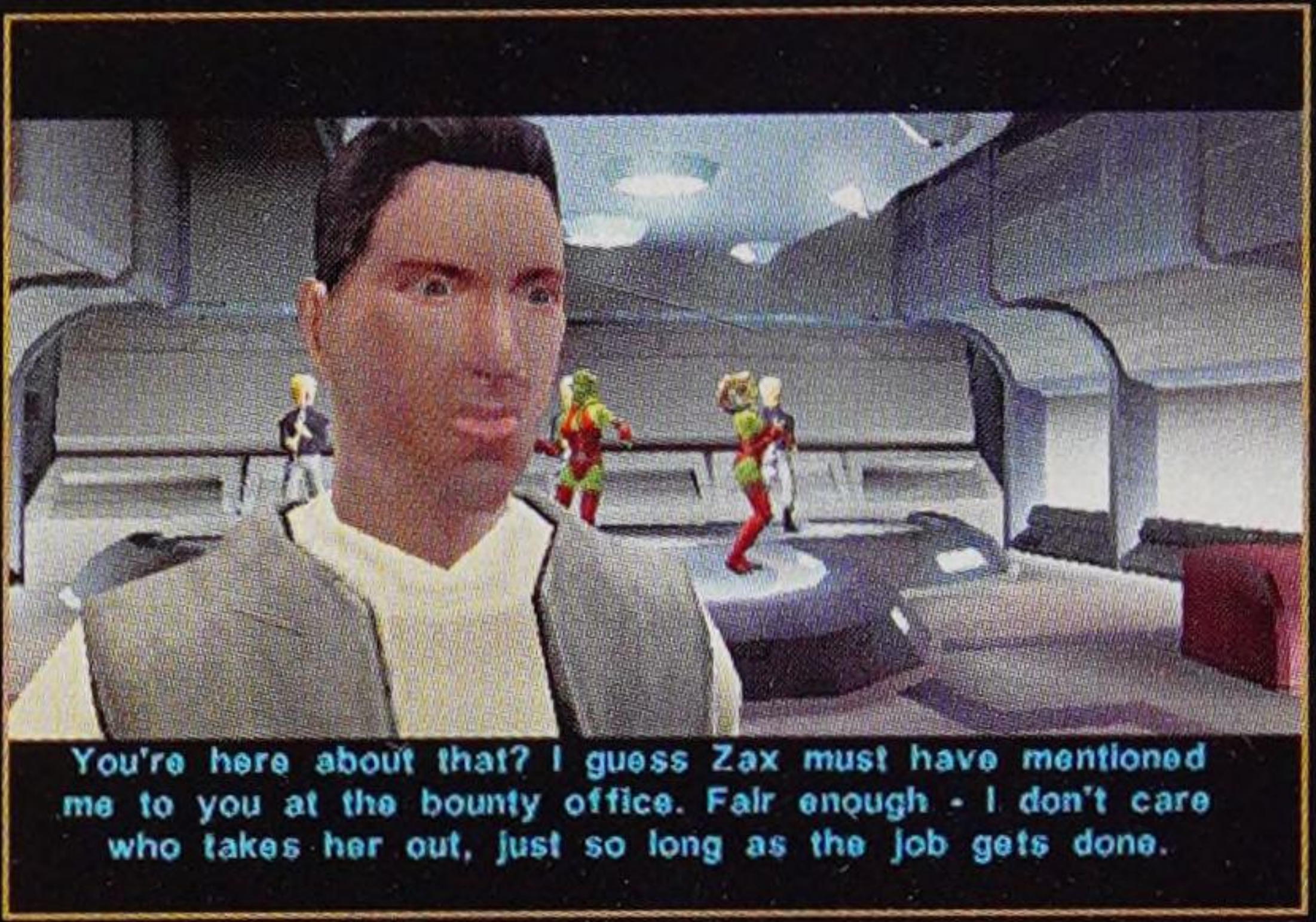
Matrik is a mercenary holed up inside the first room in the Lower City's second apartment complex (Waypoint 3B). When you corner Matrik, blast him, return to Zax, and collect the bounty (dark side), or hatch a cunning plan (light side). Purchase explosives from the equipment tower in the Upper City, help Matrik rig them up, and detonate the entire set-up. Matrik can escape, while you lie to Zax and claim the bounty anyway!

Quest 5: Bendak Starkiller


So you're the one doing Zax's dirty work. Well I've got some bad news for you, little bounty hunter. There's no way you're bringing me in.

Bendak Starkiller is the first "official" bounty. He resides in the Upper City Cantina (Waypoint 3C), and you cannot take him until you challenge and beat the five arena fighters (see Quest 1). After this, return to the cantina twice, giving Ajuur the Hutt enough time to set up the death match. Defeat Bendak, then return to Zax to claim your reward.

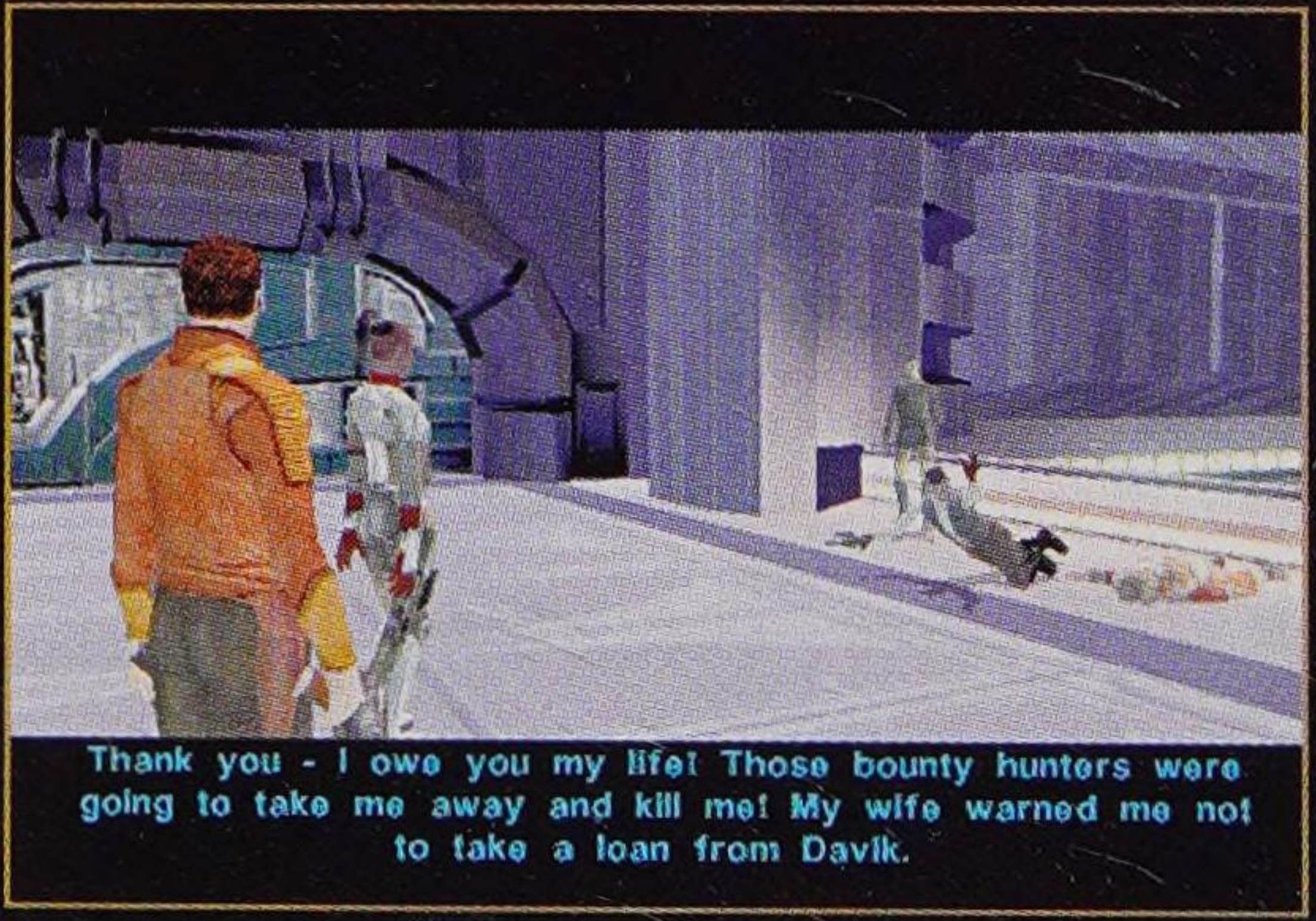
Quest 6: Dia


You're here about that? I guess Zax must have mentioned me to you at the bounty office. Fair enough - I don't care who takes her out, just so long as the job gets done.

After you visit Zax, return to your original apartment complex in the Upper City, and search for the locked door to apartment four (Waypoint 3D). Use your security skill, or brute force, to open the door, and face Dia. Attack and defeat her, and return to Zax (dark side). Or, you can listen to her.

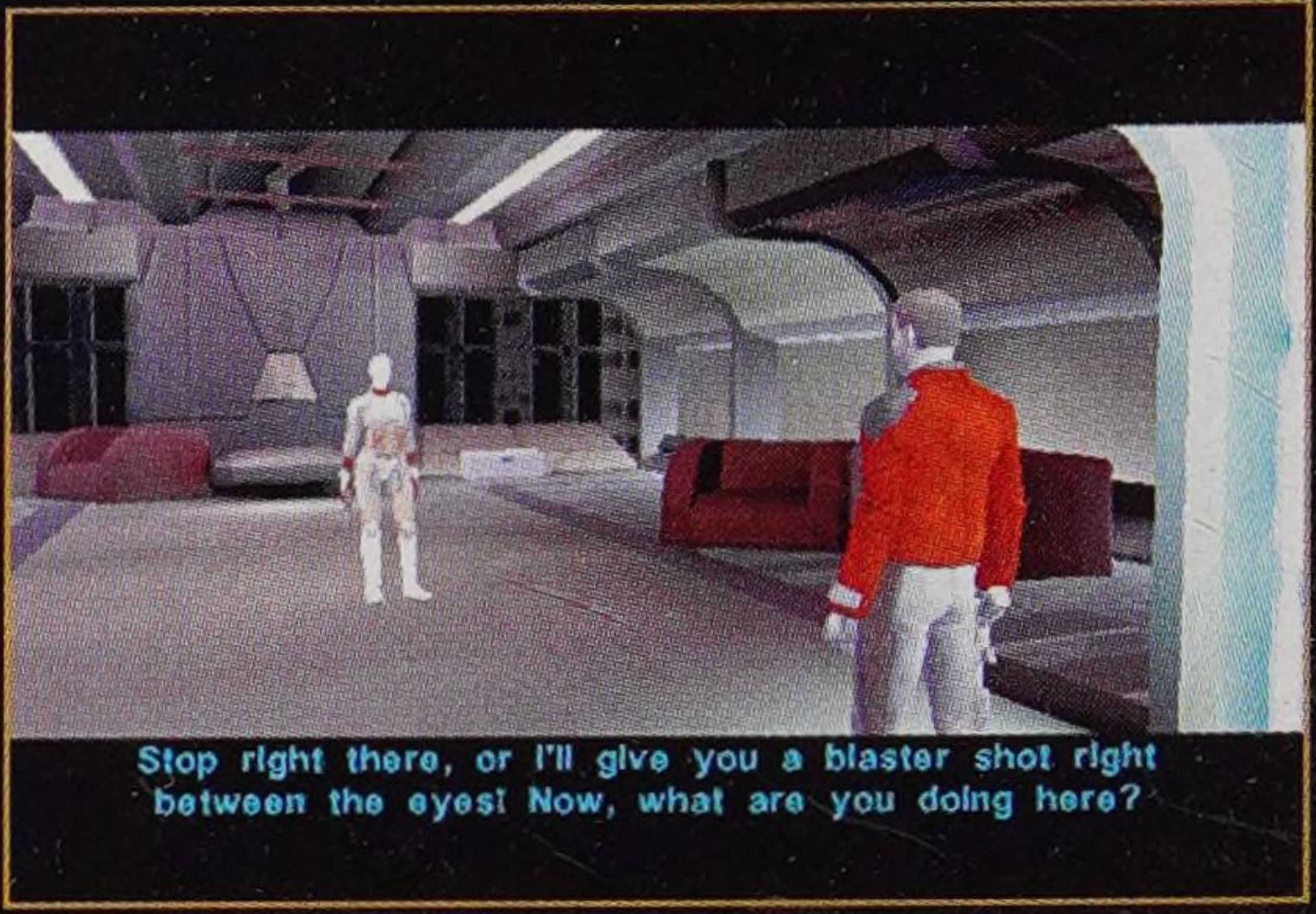
She requests that you find the man who put the bounty on her. His name is Holdan, and he's in the tap room of the Lower City Cantina (Waypoint 3E). Approach him and use persuasion, bribe, or threat to get Dia's bounty lifted. Return to Dia and tell her the good news.

Quest 7: Largo


Thank you - I owe you my life! Those bounty hunters were going to take me away and kill me! My wife warned me not to take a loan from Davik.

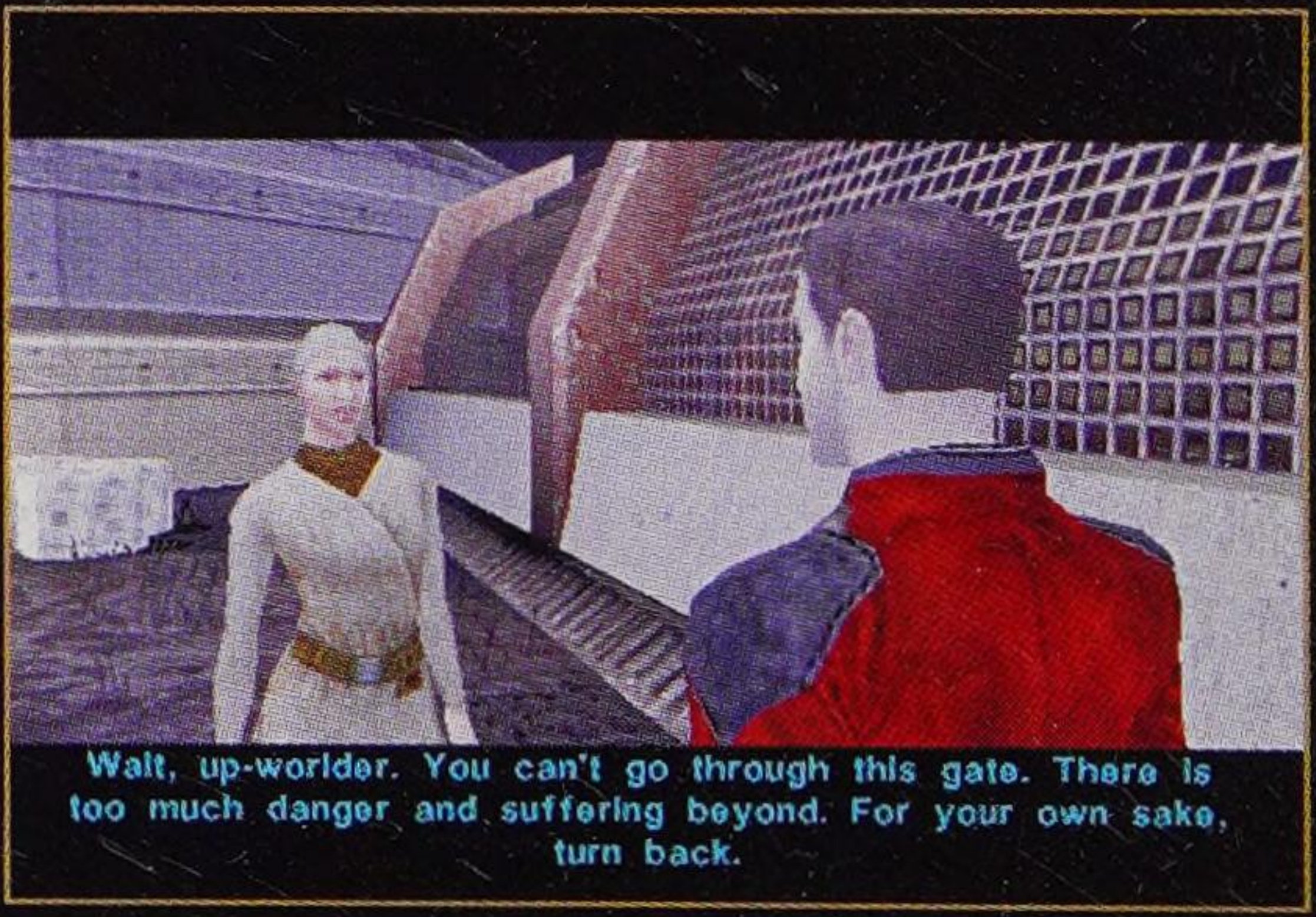
Largo is a human merchant who lives in the first room of the second apartment complex in the Upper City (Waypoint 3F). Enter the apartment by force, or use your security skill, before starting a chat with Largo. You can maliciously bring his head before the Hutt (dark side), forget you saw him, or pay off his bounty (light side)!

Quest 8: Selven

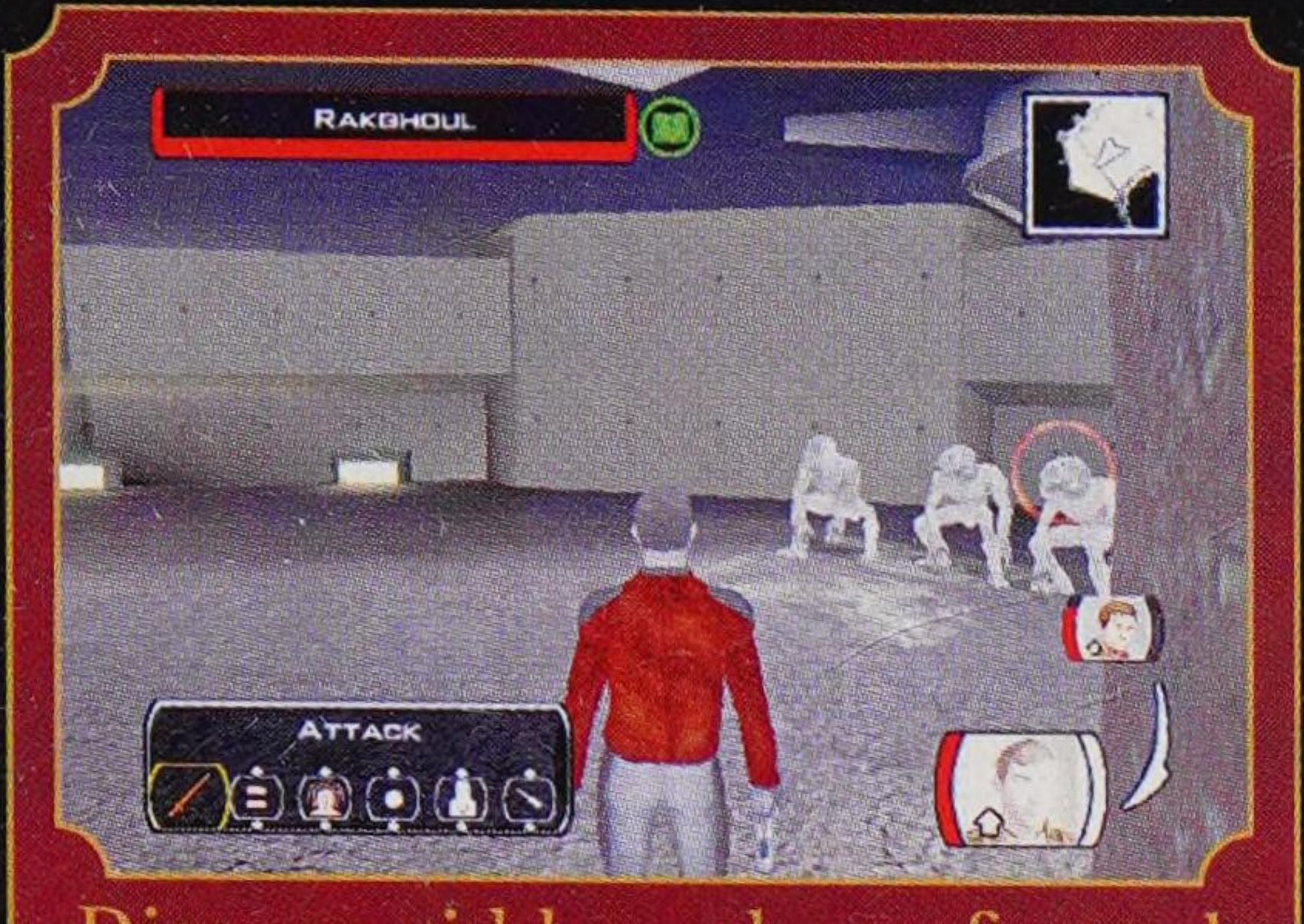

Stop right there, or I'll give you a blaster shot right between the eyes! Now, what are you doing here?

Selven is the other "official" bounty, and she lives inside room two of the first apartment complex in the Lower City (Waypoint 3H). Consult Zax before entering this apartment to gain your bounty information. If you persist in staying in the apartment, Selven attacks. Return to Zax to claim the reward.

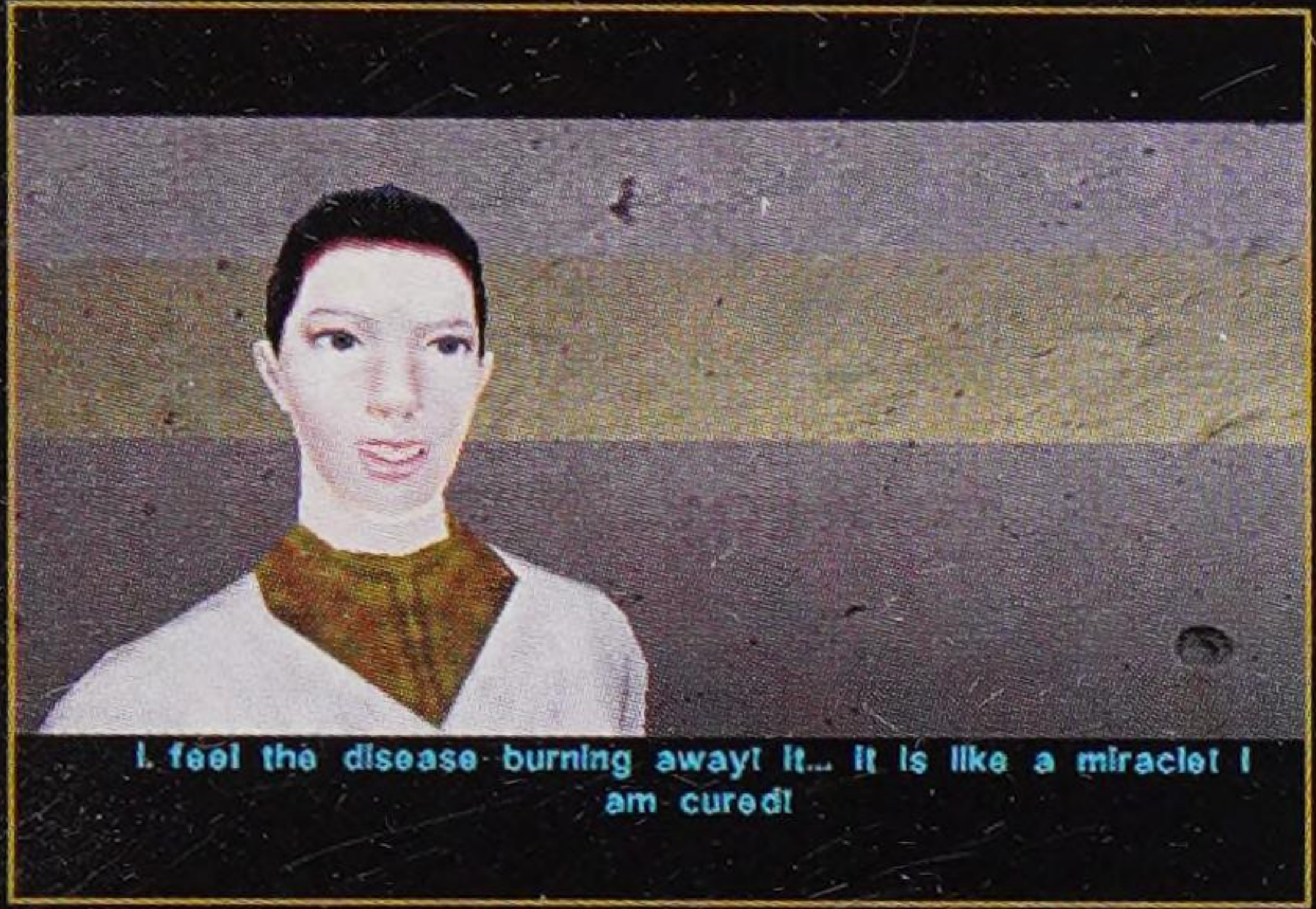
Quest 9: Infected Outcasts


Wait, up-worlder. You can't go through this gate. There is too much danger and suffering beyond. For your own sake, turn back.

Enter the Undercity, and head to the pens (Waypoint 5A), where infected beings await their fate as they turn into Rakghouls. At the gate, the Outcast healer warns you of the dangers inside. If you enter, you watch a grisly Rakghoul transformation before a trio of Rakghouls sets upon you.



Disease-ridden, sharp-fanged Rakghouls.

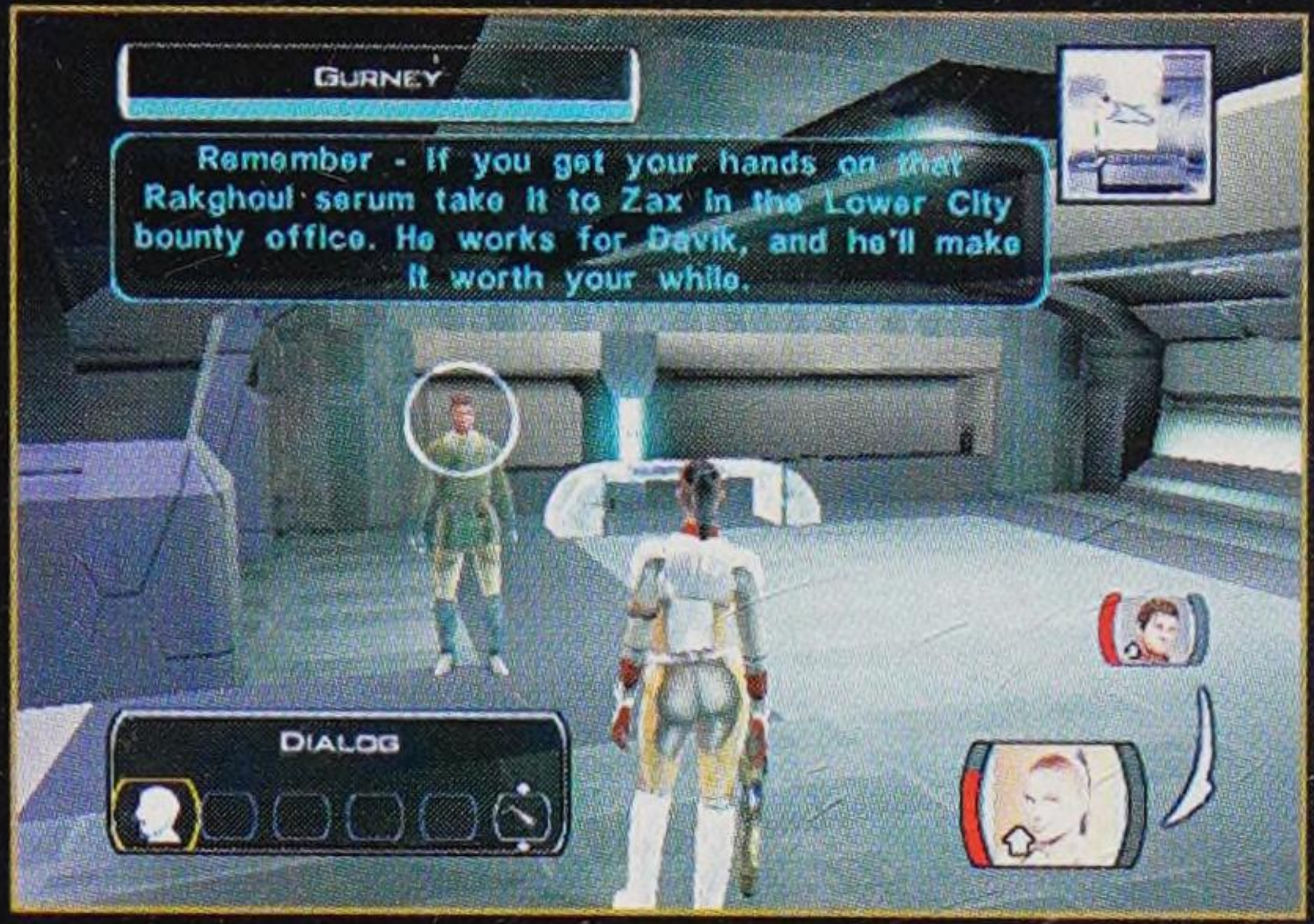


I. feel the disease burning away! It... It is like a miracle! I am cured!

Behind these Rakghouls are a couple of infected victims whom you can save. Search the Undercity thoroughly; past the Gamorreans and a few Rakghouls are two armored Sith bodies near the sewer entrance (Waypoint 5B). One of these bodies has the Rakghoul serum on it. Take this to the two infected Outcasts under quarantine (ignore the healer), and you receive their eternal thanks (light side). Enough Rakghoul serum remains to complete Quest 10.

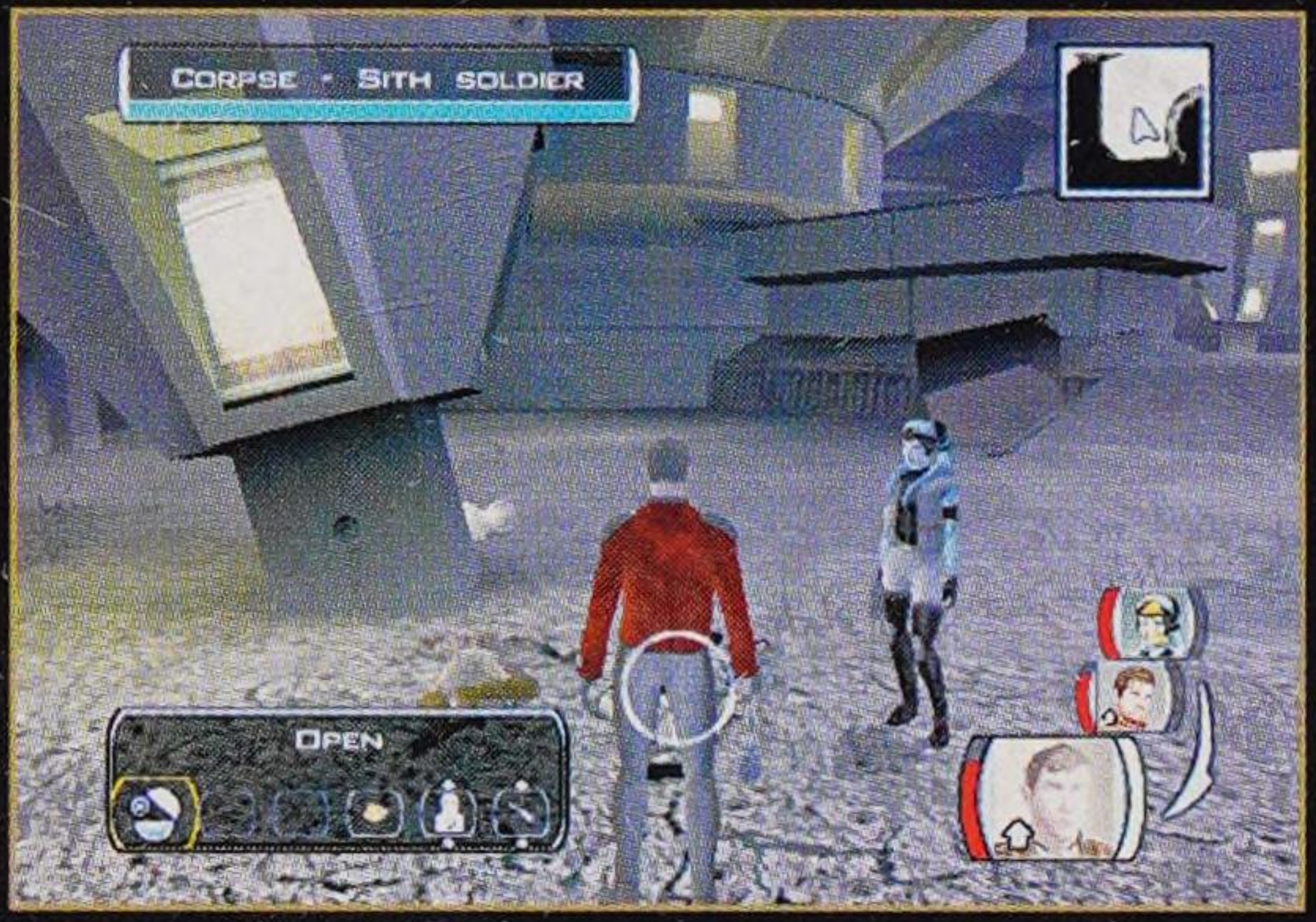
Quest 10: Rakghoul Serum

This quest uses the Rakghoul serum found on the body of a Sith patrol guard in the Undercity (Waypoint 5B). To begin, visit the medical tower (clinic) in the Upper City (Waypoint 6A). Locate the medical supervisor, Zelka Forn, and learn about this disease.



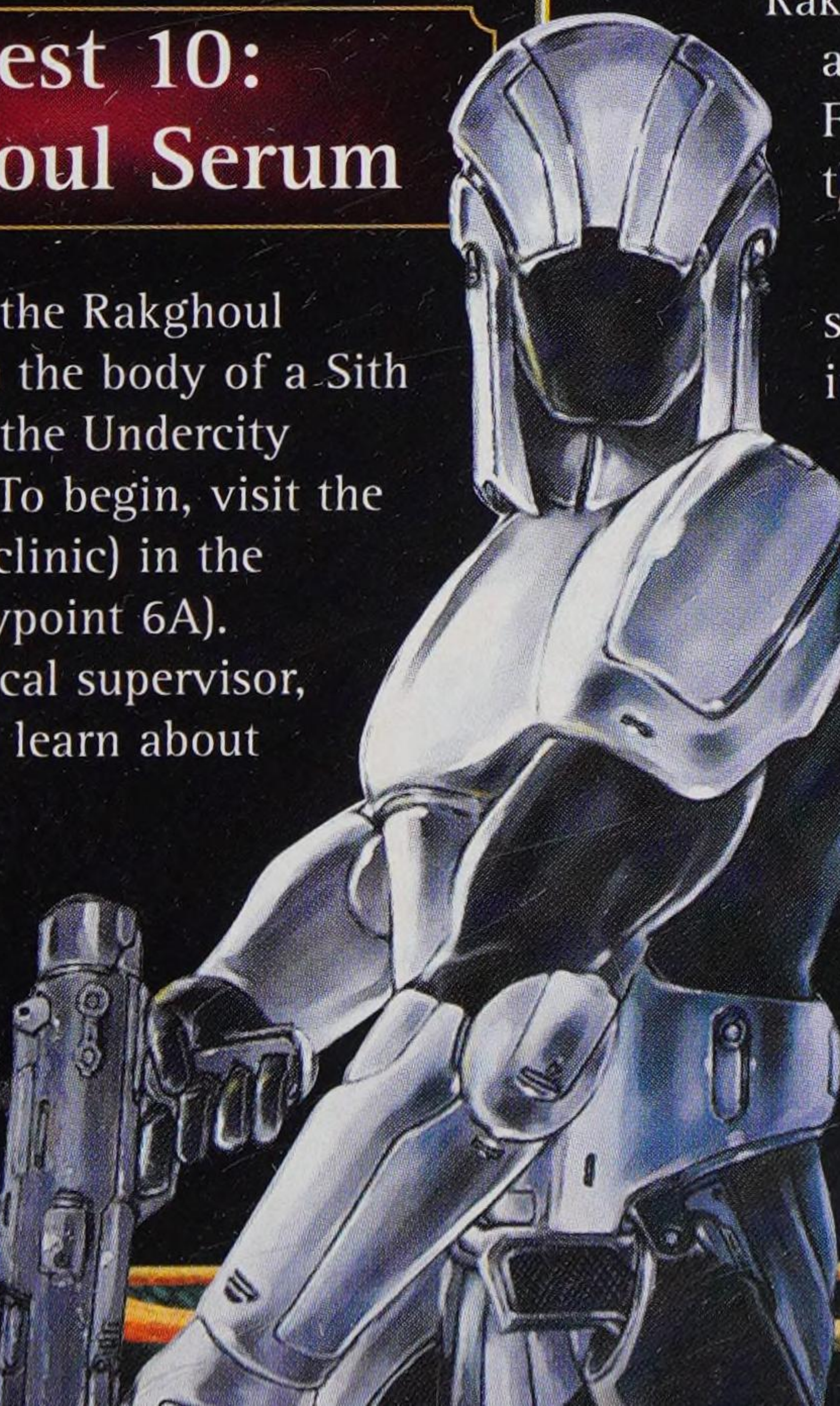
Remember - If you get your hands on that Rakghoul serum take it to Zax in the Lower City bounty office. He works for Davik, and he'll make it worth your while.

Before leaving the medical tower, locate Gurney (Zelka's assistant), and he directs you to Davik the crime lord, who is also interested in the serum. Gurney suggests you talk to Davik's Hutt friend, Zax, in the Lower City Cantina. First, head into the Undercity and locate the Rakghoul serum from the Sith body.

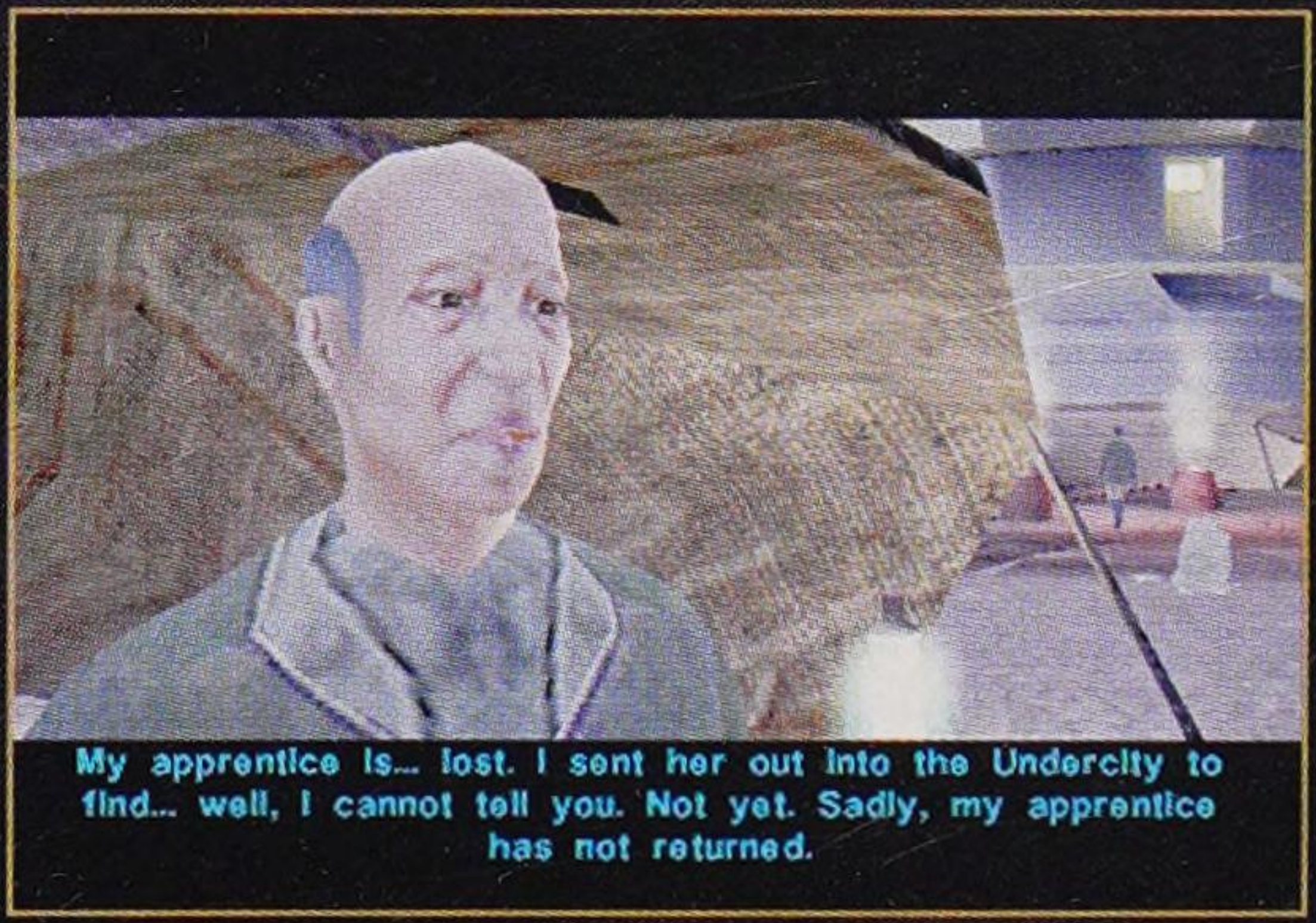


Return to the Lower City Cantina (Waypoint 6B), meet up with Zax, and sell the serum for 1,000 credits (dark side). Persuade Zax to part with 1,500 if you're lucky. Davik corners the market, Rakghoul serum prices inflate, and only the rich are cured. Fortunately, you're one of the rich!

Or, return with the serum to the medical tower in the Upper City, and give the serum to Zelka (light side), who then freely mixes and distributes the antidote. You can refuse any sort of payment (light side) to enable easier production, and in return receive free healing at this location.



Quest 11: Rukil's Apprentice

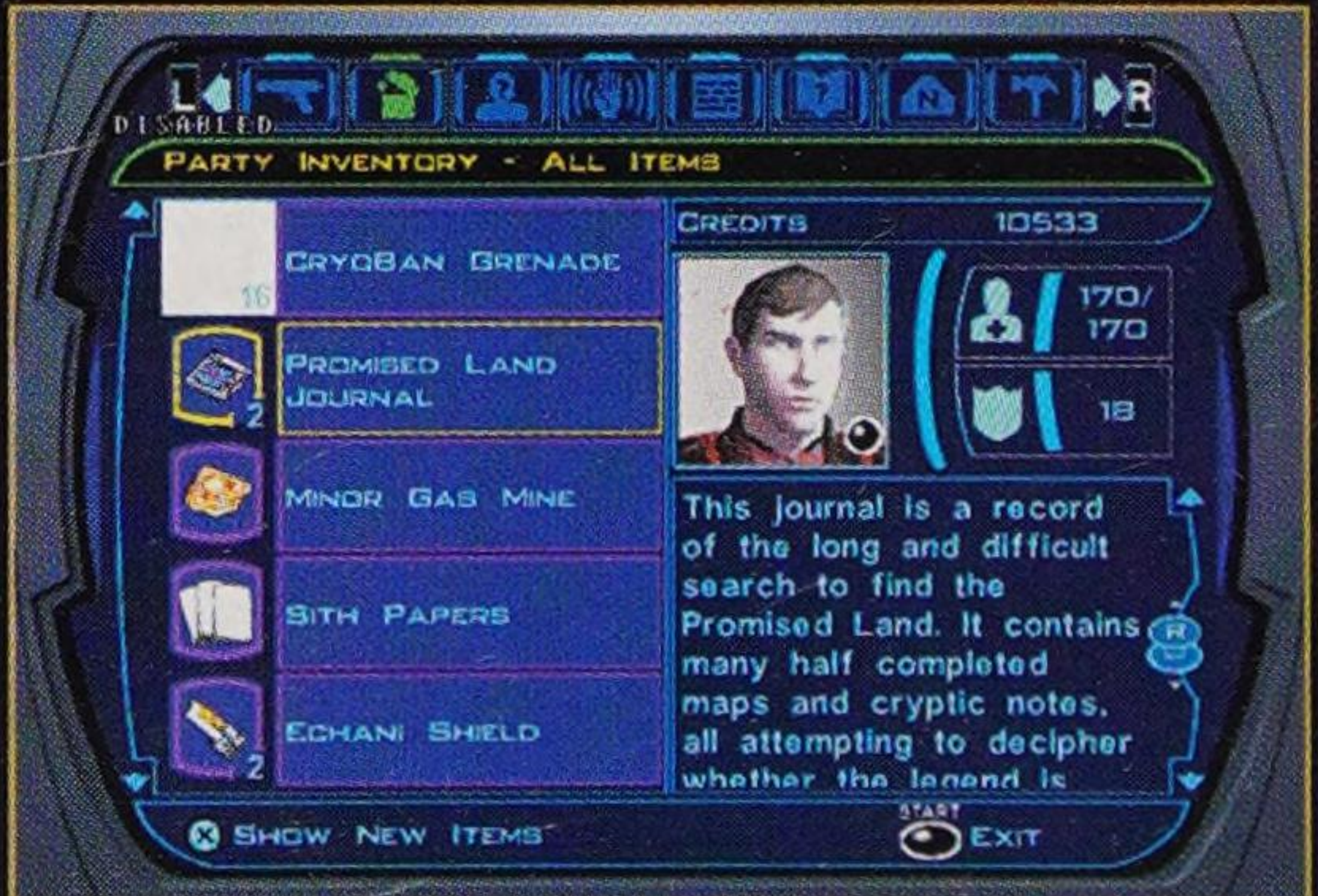


My apprentice is... lost. I sent her out into the Undercity to find... well, I cannot tell you. Not yet. Sadly, my apprentice has not returned.

When you reach the Outcast settlement at the start of the Undercity's vast expanse, locate Rukil the village elder (Waypoint 7A). He seeks knowledge of past explorers and the reason why his tribe is living in these squalid conditions. To further his information, he has sent out his apprentice, Malya. She's somewhere in the Undercity, and Rukil asks you to locate her.

This is straightforward, as her corpse is decomposing in the Undercity near the entrance (at Waypoint 7B). Inspect the body to find the Apprentice's Journal. Read it if you wish, and return it to Rukil. When you do, you can access Quest 12 (The Promised Land).

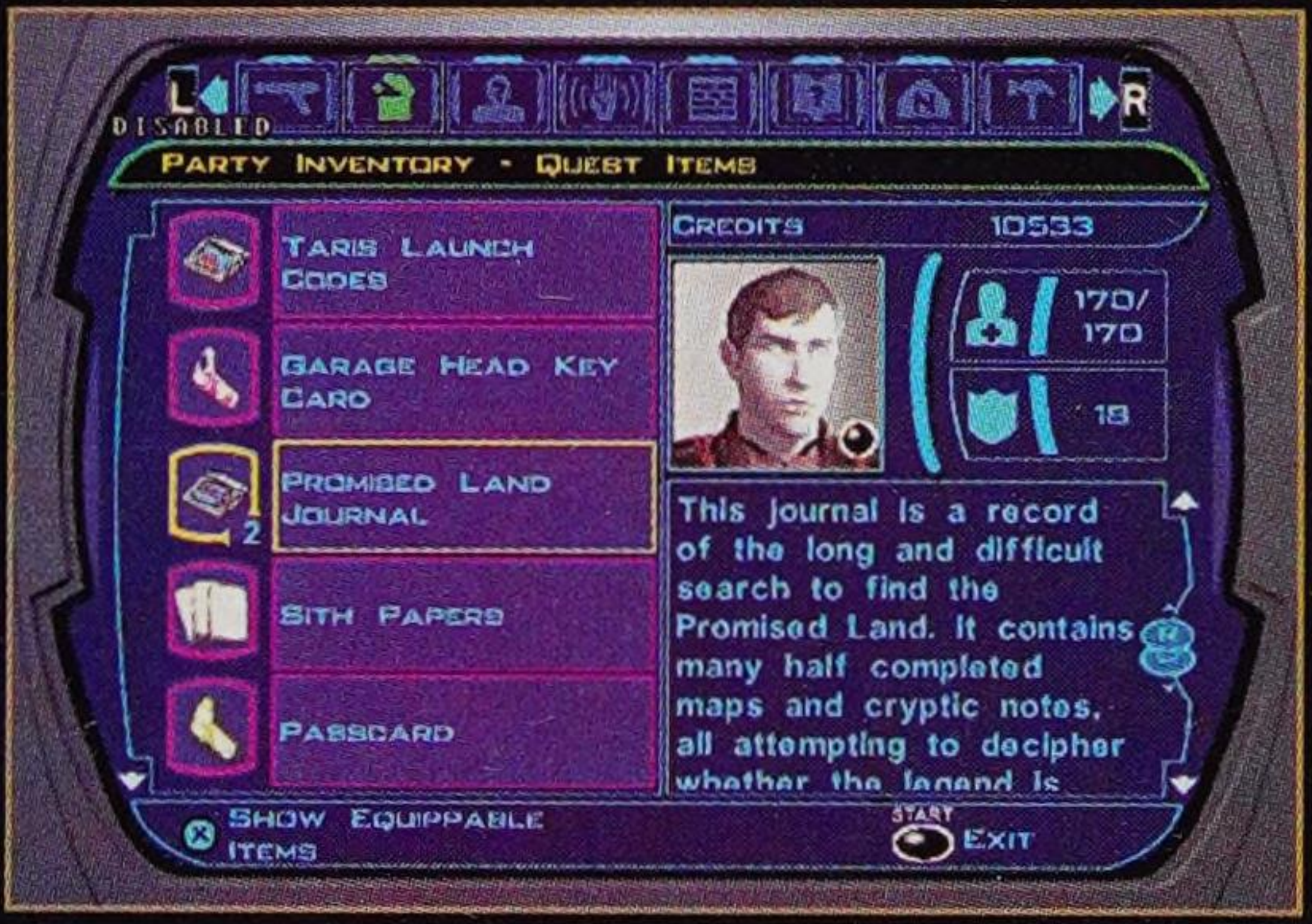
Quest 12: The Promised Land



This journal is a record of the long and difficult search to find the Promised Land. It contains many half completed maps and cryptic notes, all attempting to decipher whether the legend is

When you complete Quest 11 and return the Apprentice's Journal to Rukil in the Outcast village (Waypoint 7A), he asks you to locate three journals detailing a supposed "Promised Land"—a self-sufficient city abandoned during the wars. You already have your first journal (the Apprentice's Journal); you need only two more.

As you head for the gate to the Undercity, Igear the shopkeeper stops you (Waypoint 9A). He's seeking the Promised Land journals for himself to overthrow Gendar, the village leader. He offers credits in exchange for the three journals—you now have a choice of whom to return the journals.



This journal is a record of the long and difficult search to find the Promised Land. It contains many half completed maps and cryptic notes, all attempting to decipher whether the legend is

Both remaining journals are lying on the floor inside the sewers. Both are near broken elevators, but in separate locations (Waypoints 9B, 9C). Obtain both journals, then return to the Outcast village. If you return to Igear, he buys them from you, then sells the information to the Black Vulkar gang (dark side). If you talk to Rukil after this treachery, he will curse you. If you return to Rukil, the old man brings this information to Gendar, who orders his people to follow the journal entries and find the Promised Land (light side).

Main Quest Path

The five remaining quests are necessary to complete this particular adventure and achieve your ultimate goal: to flee the City of Taris with Bastila. As it is imperative to complete four of the five quests, they are placed together in a continuous "Critical Path." When each main quest is complete, it is noted in the walkthrough. Below are quick notes on how to complete each remaining main quest portion:

Escaping Taris (Main Quest)
- ~ Locate the *Ebon Hawk* and flee from Davik's Estate.

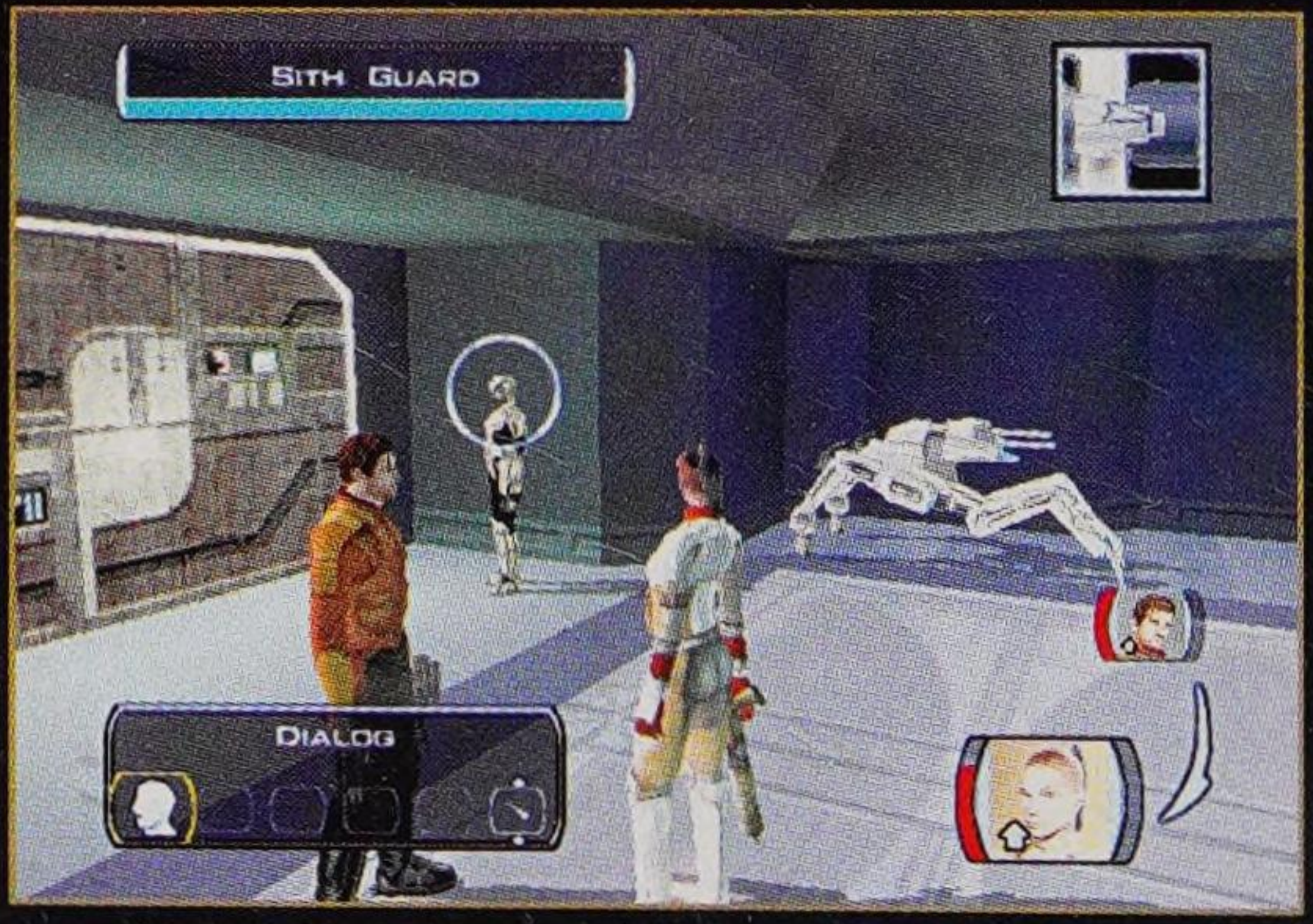
A Rancor in the Sewers (Main Quest)
- ~ Locate the chamber containing a rancor and defeat it.

The Search for Zaalbar (Main Quest)
- ~ Locate Zaalbar in sewer containment chamber.

Inside the Vulkar Base (Main Quest)
- ~ Find the prototype accelerator.

The Search for Bastila (Main Quest)
- ~ Win the swoop bike race.

Action 1: Gaining Entrance to the Lower City



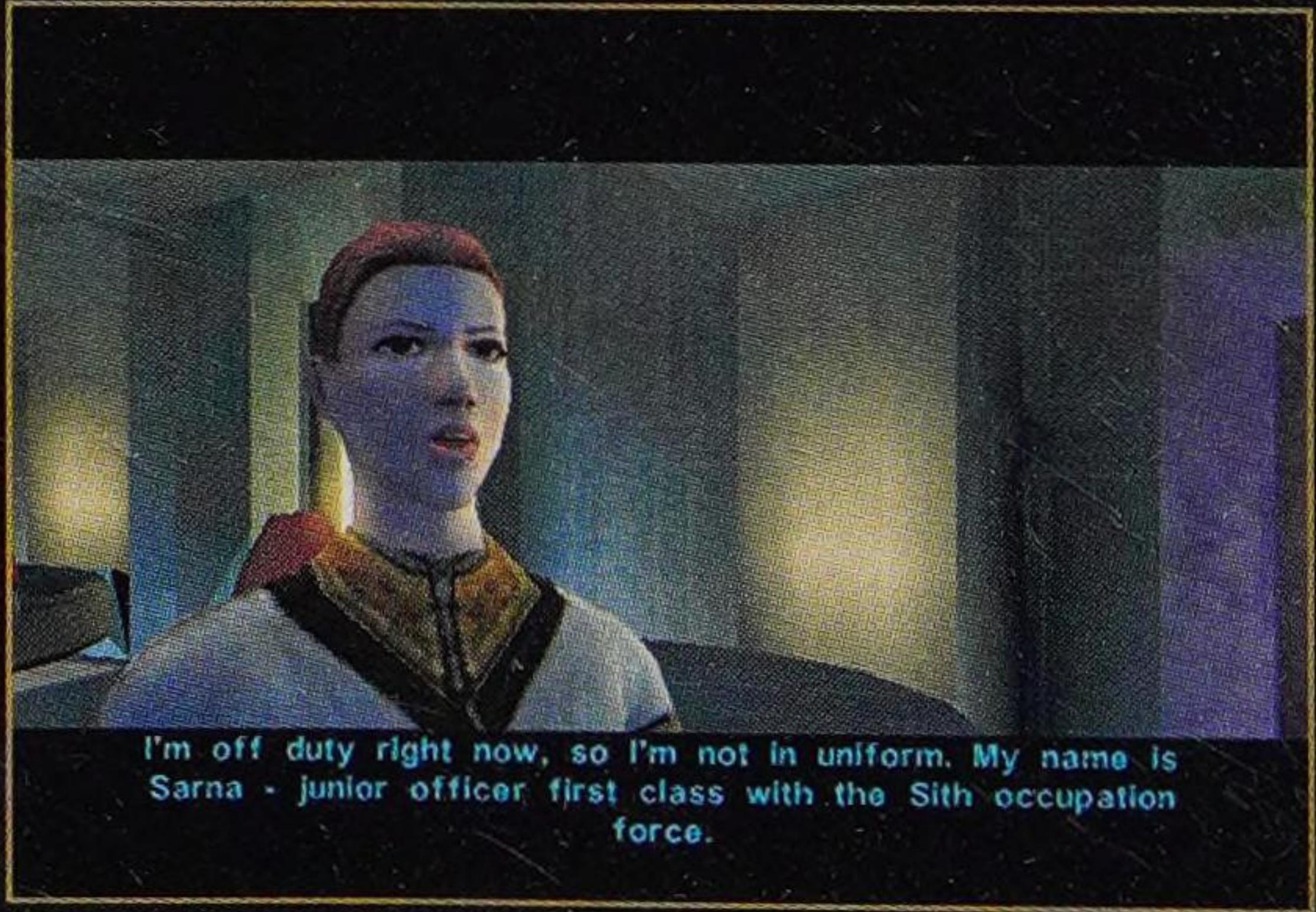
To start this adventure, you must explore more than the Upper City. However, a Sith soldier guards the entrance elevator to the Lower City (Waypoint A). You need a Sith uniform to fool the guard.

There are two ways to obtain a uniform. The first is to enter the second apartment complex (near where the racist children were hassling the Ithorian), and use your weapons or your security skill to open the door to apartment three (Waypoint B). Inside is a Sith alien interrogation. Destroy the three Sith in combat. Gain further knowledge from the alien, and take a Sith uniform from one of the fallen foes.

Where did you hide those Sith uniforms? Did you sell them to the Tarisian underground? Start talking - I want answers!

Sith soldiers feel the full force of your flurries.

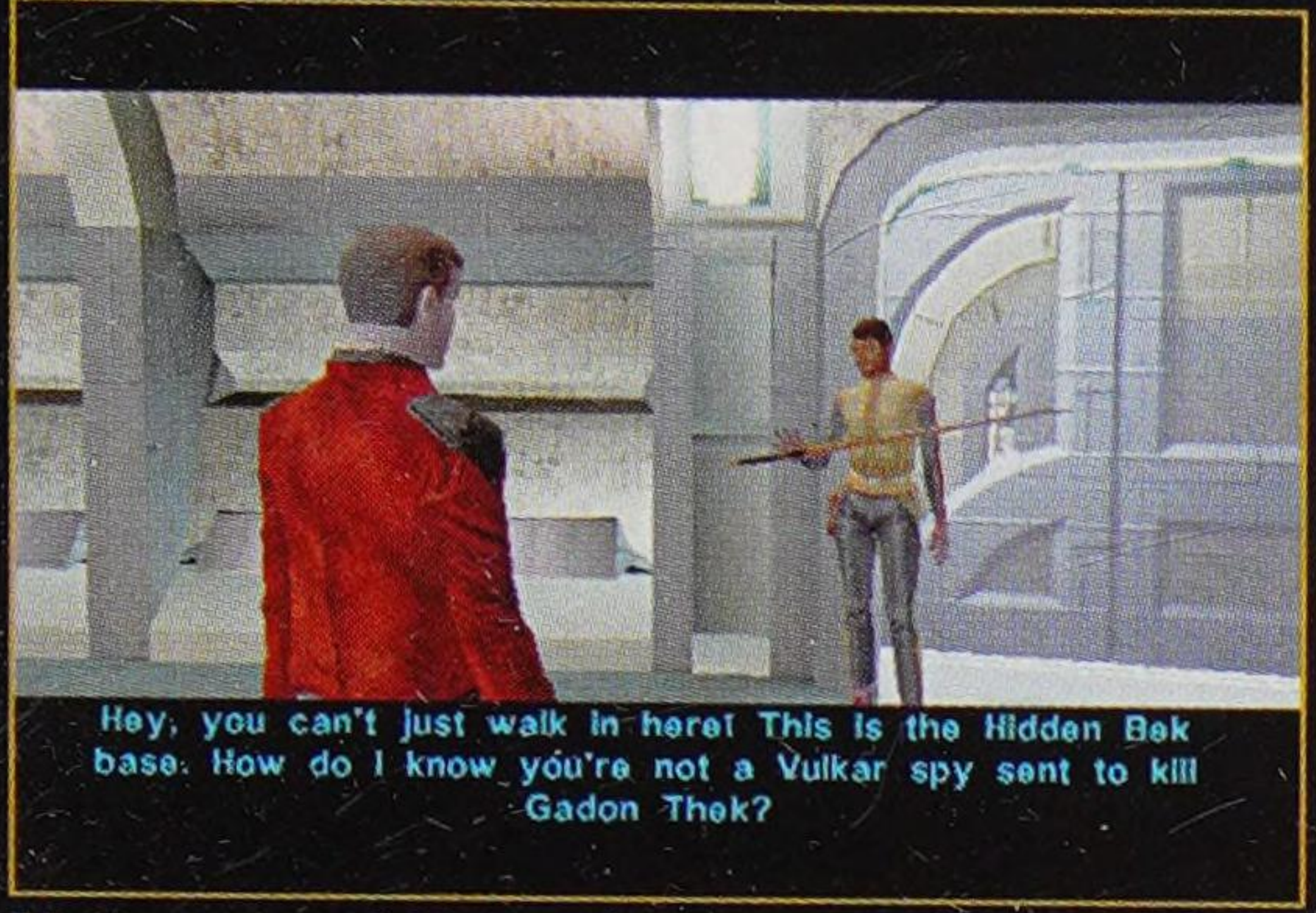
The second way to obtain a Sith uniform is to enter the Upper City Cantina, and locate a Sith officer named Yun or Sarna in the tap room (Waypoint C). Yun appears if your character is female. Sarna appears to male characters. Talking to this officer and using your charm persuades Yun or Sarna to invite you to his or her apartment where a uniform is available. The location appears on your map readout.



I'm off duty right now, so I'm not in uniform. My name is Sarna - junior officer first class with the Sith occupation force.

Move to the second apartment complex, and head for Yun's and Sarna's apartment (Waypoints D and E). These are the same apartments. Your Sith officer passes out as do the rest of the guests at the party. You wake up the next morning in the apartment! Search the apartment for a Sith uniform and leave, heading for the Upper City elevator area.

Action 2: Entering the Undercity



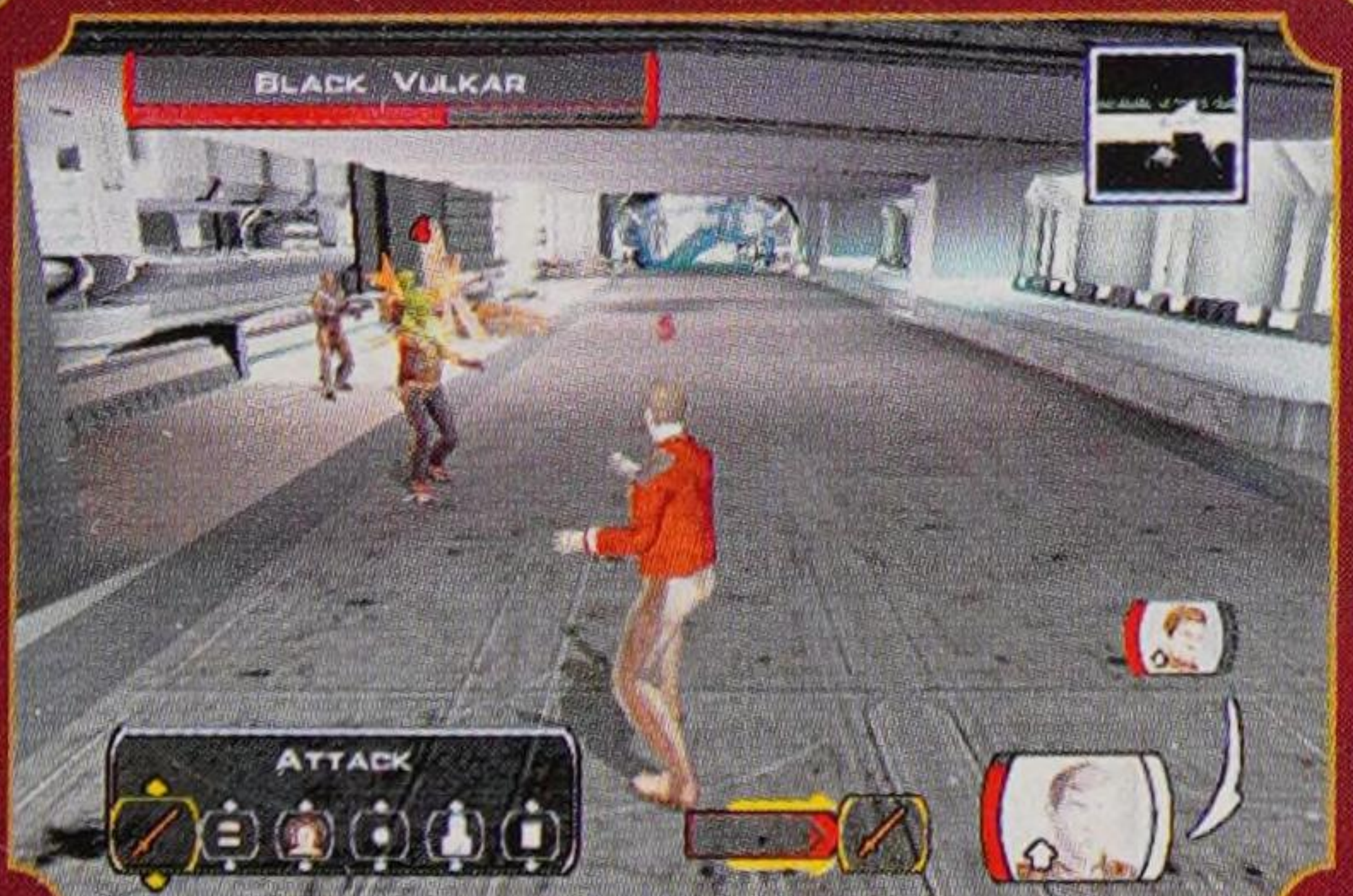
Hey, you can't just walk in here! This is the Hidden Bek base. How do I know you're not a Vulkar spy sent to kill Gadon Thek?

Your overriding plan, to locate the Republic escape pod that crashed in Taris's infamous Undercity, is next on your list. Locate the Hidden Bek hideout, and after the guard at the door allows you inside (Waypoint F), you gain an audience with Gadon Theck, leader of the Hidden Beks. Follow his advice, and exchange your Sith uniform for the Sith papers. You can now enter the Lower City from the Upper City entrance, and the Undercity from the Lower City.

Leave the Hidden Bek hideout and move to the opposite end of the Lower City, to the Undercity entrance (Waypoint G). This is easy to locate, as it has a Sith guard and gun cannons. After a brief exchange where you show the correct papers, enter the Undercity. You also meet Canderous, a mercenary for hire currently employed by Davik.

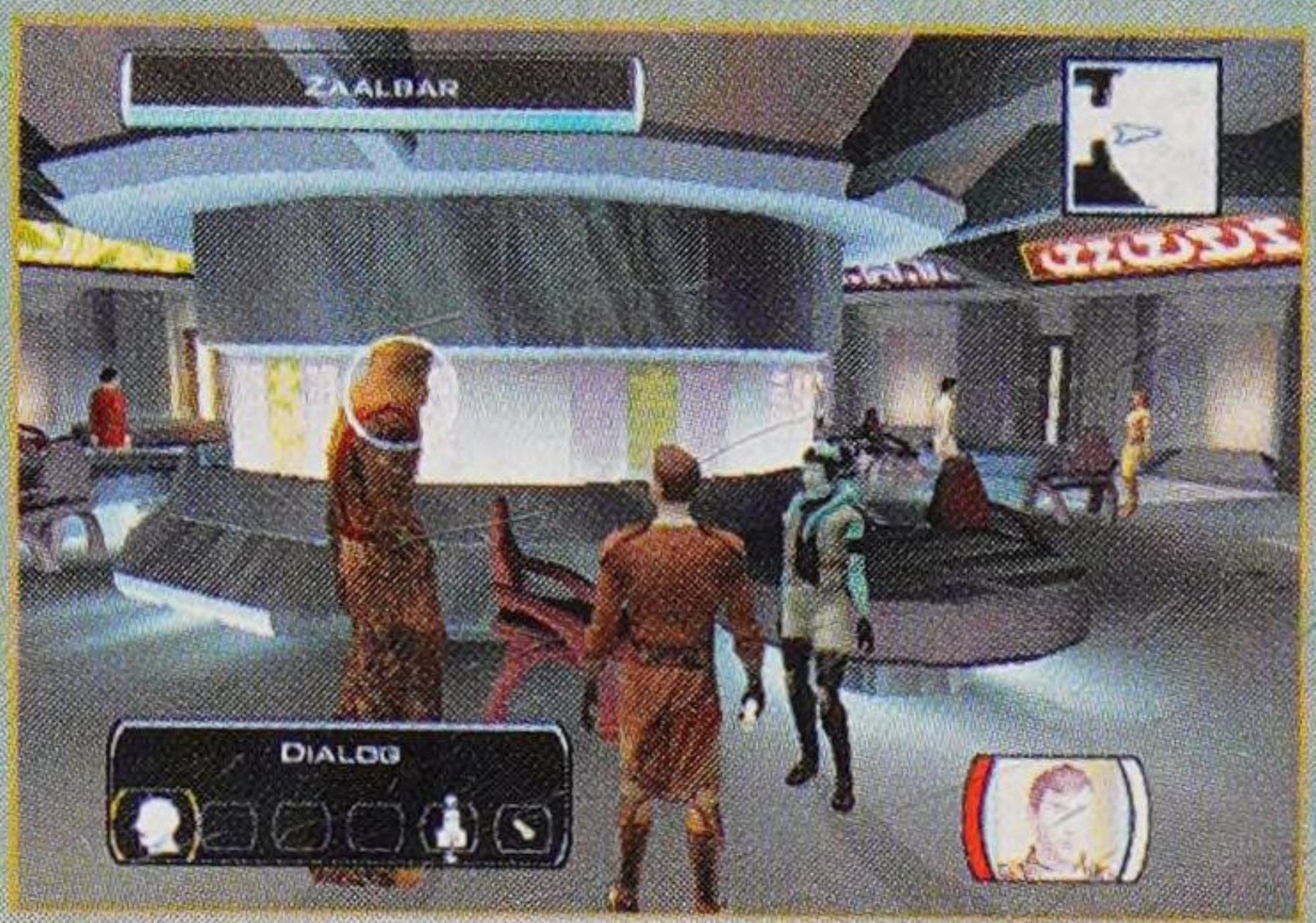
NOTE

Black Vulkar gang members attack you throughout your trek along the Lower City's main street.



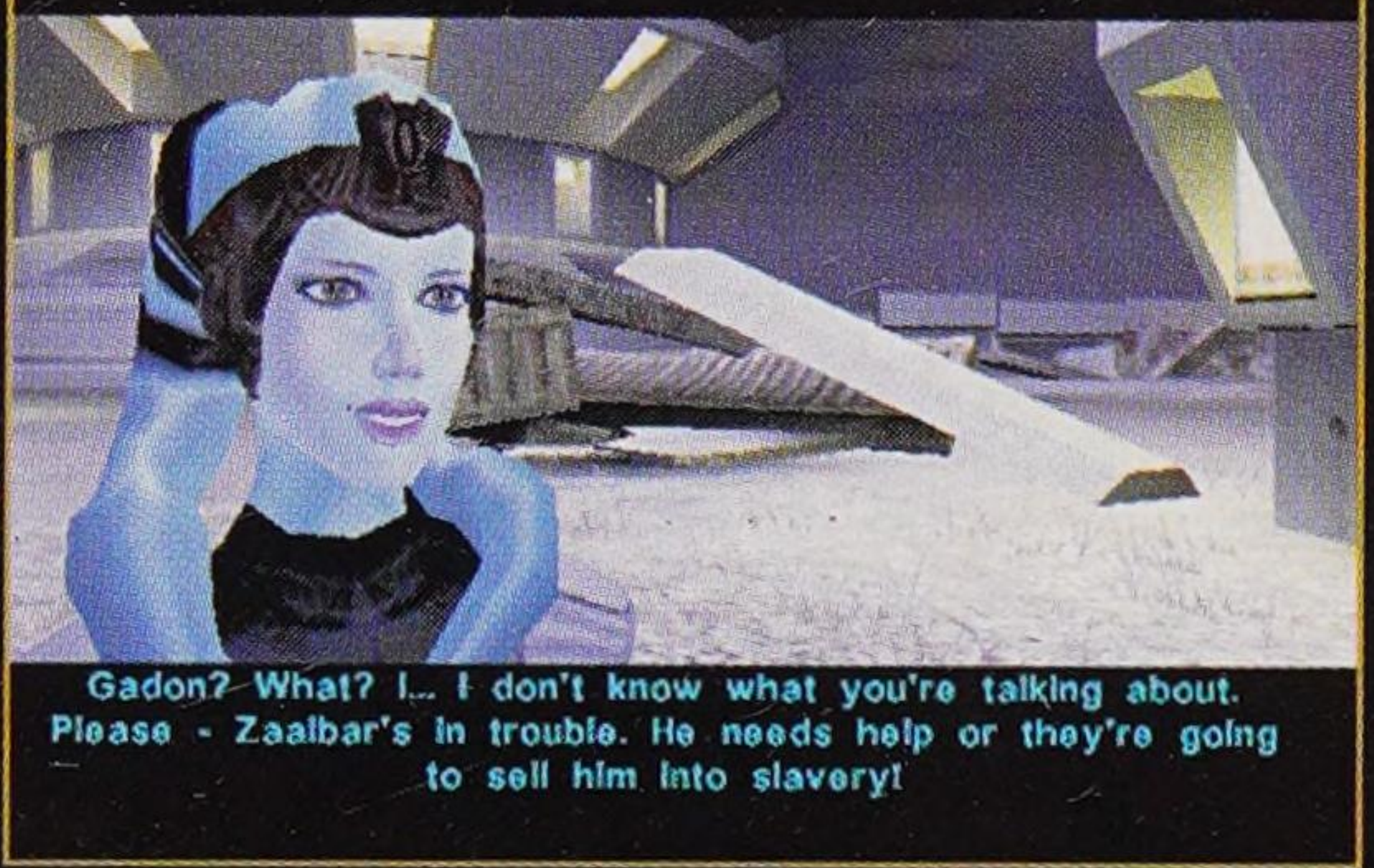
Lower City scum—the Black Vulkar Gang.

NOTE



The Twi'lek Mission Vao and her Wookiee companion Zaalbar are in the Lower City Cantina tap room prior to you entering the Undercity. This drunken brawl ends after Zaalbar halts the fracas.

Action 3: Locating the Escape Pods



Gadon? What? I... I don't know what you're talking about. Please - Zaalbar's in trouble. He needs help or they're going to sell him into slavery!

Once inside the Outcast village, locate the main gate to the Undercity (Waypoint H). When you enter to the other side, a Twi'lek named Mission Vao appears, requesting your help. Her companion (a Wookiee named Zaalbar) is being held somewhere in the sewers. Both Mission and Zaalbar prove exceptional allies, so you are wise to undertake this task. Mission joins your party.

MISSION VAO

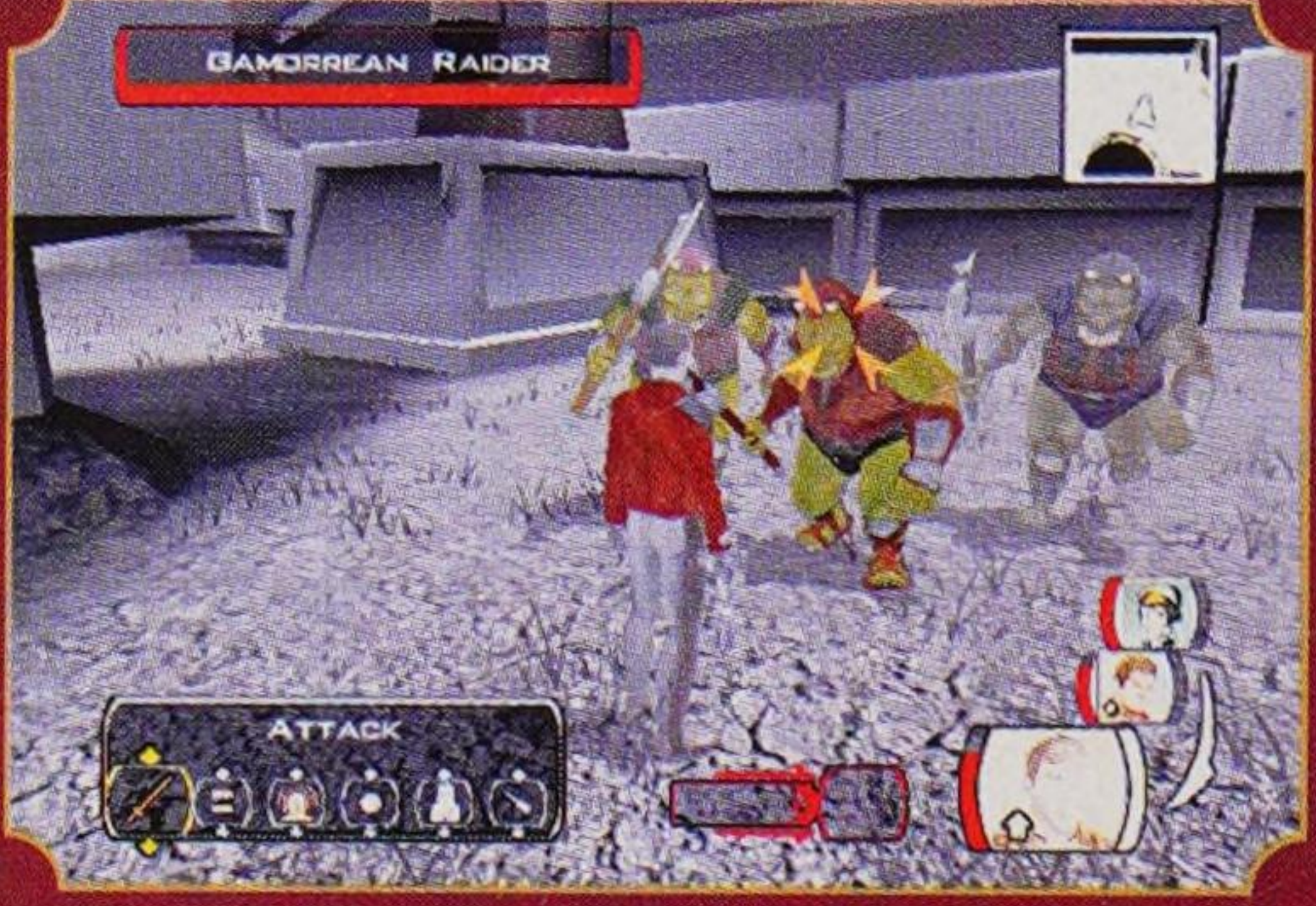
Class: Scoundrel

LEVEL	VITALITY	DEFENSE
3	21	12

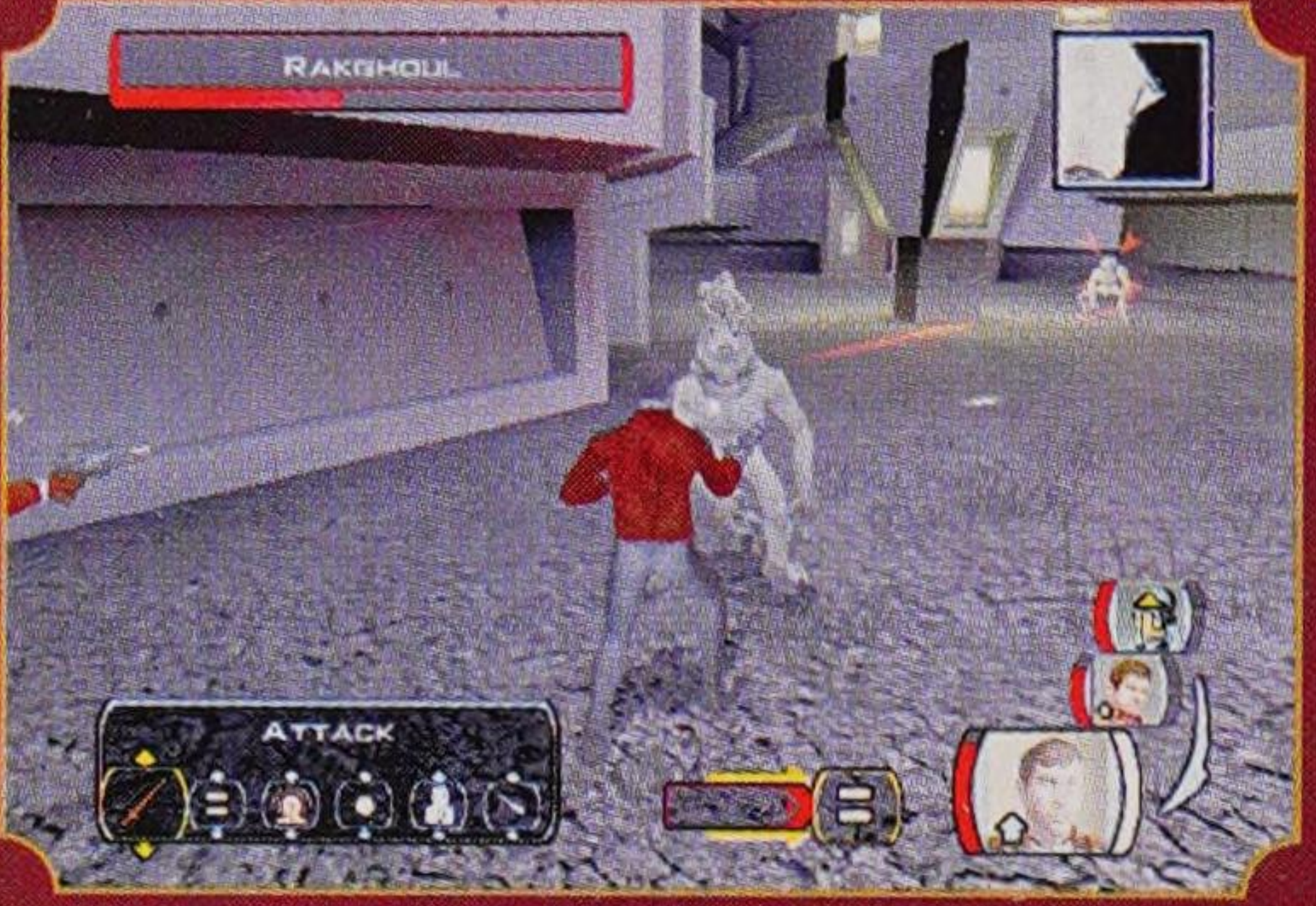
Abilities

Computer Use, Demolitions, Stealth, Awareness, Repair, Security

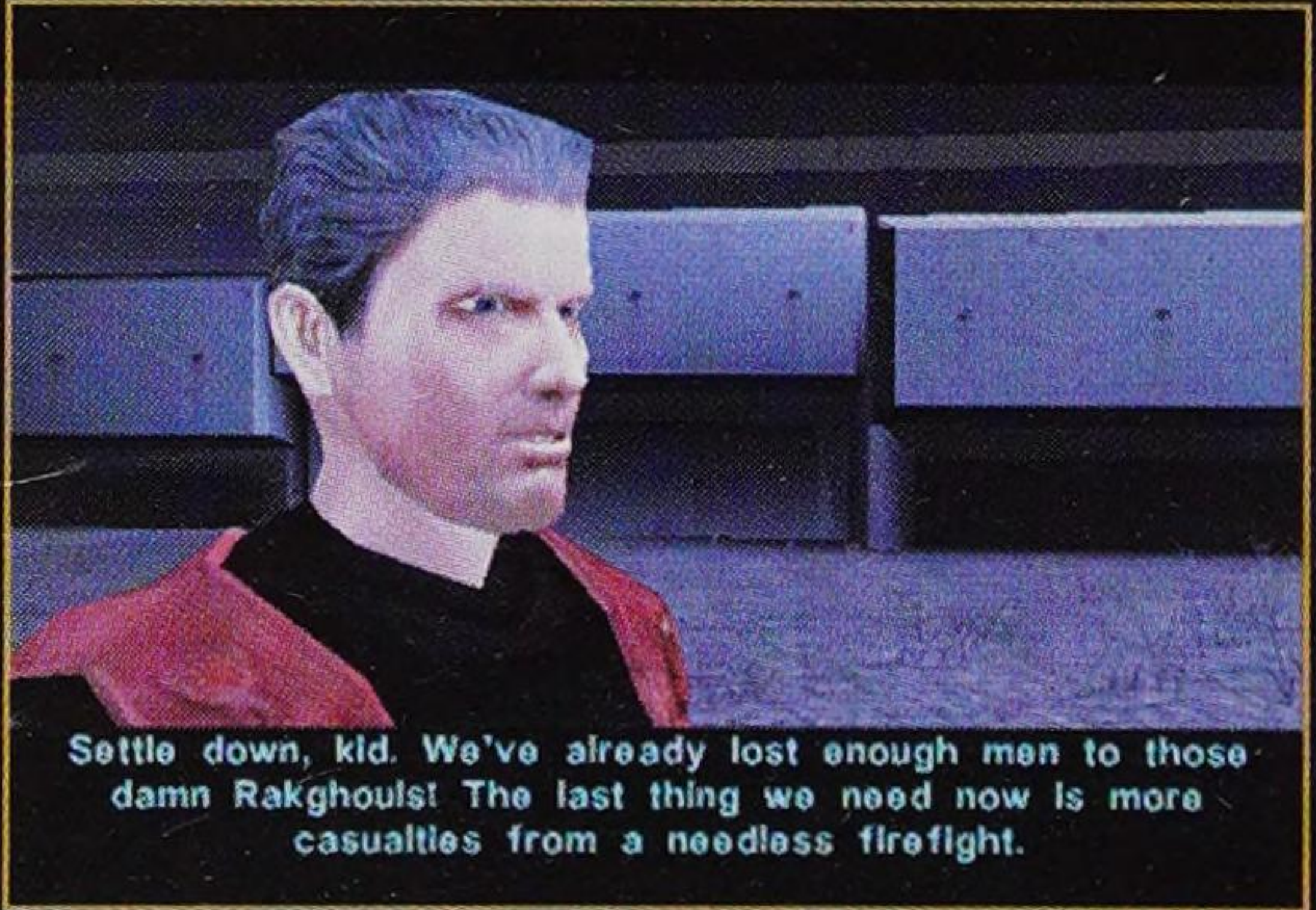
Before finding Zaalbar, scour the Undercity looking for the final escape pod and sewer entrance until you find them. On the way, bands of roaming Gamorrean hunting parties and Rakghouls attack you—fight or avoid them. Soon into your expedition, you also run into a Mandalorian warrior called Canderous Ordo and his scavenging party (Waypoint I).



Gamorrean hunting party.



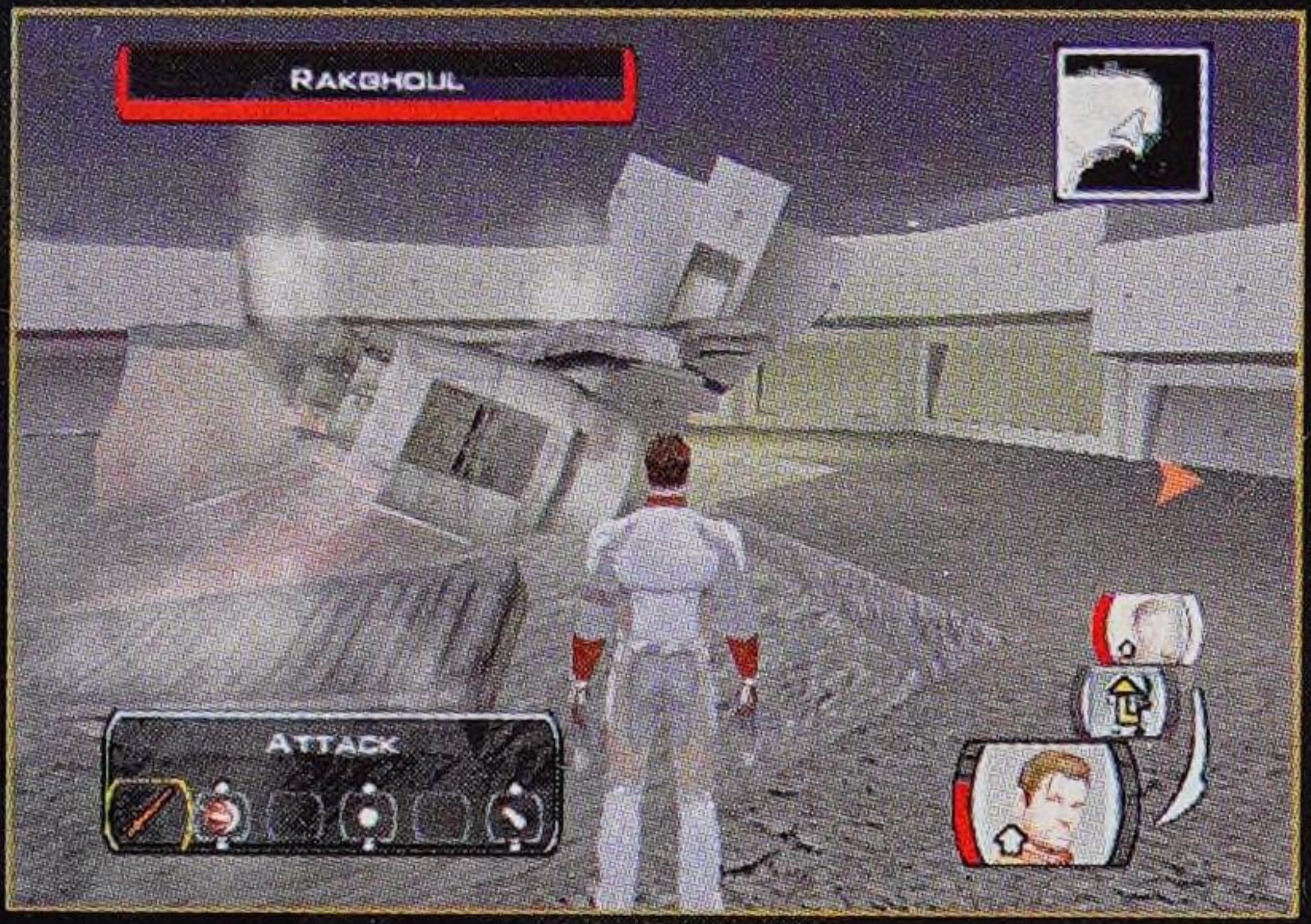
Increasing Rakghoul incursions have been reported.



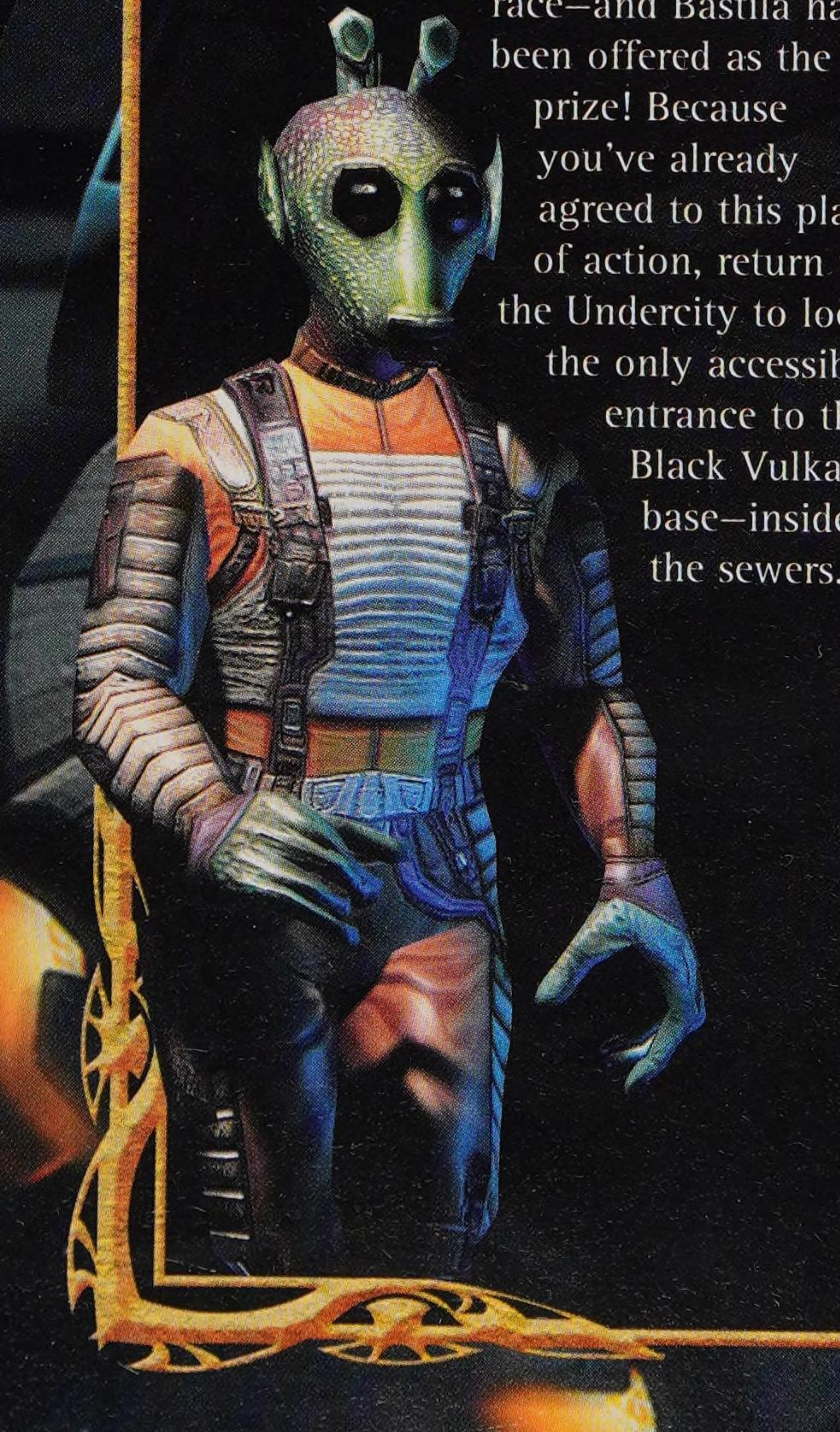
Settle down, kid. We've already lost enough men to those damn Rakghouls! The last thing we need now is more casualties from a needless firefight.

After a brief conversation, you learn that looters have picked clean any items of interest on both escape pods. Most of the looters are part of the Black Vulkar gang. After a small melee with encroaching Rakghouls (where you can optionally help), you have adequate directions to the escape pod (Waypoint J).

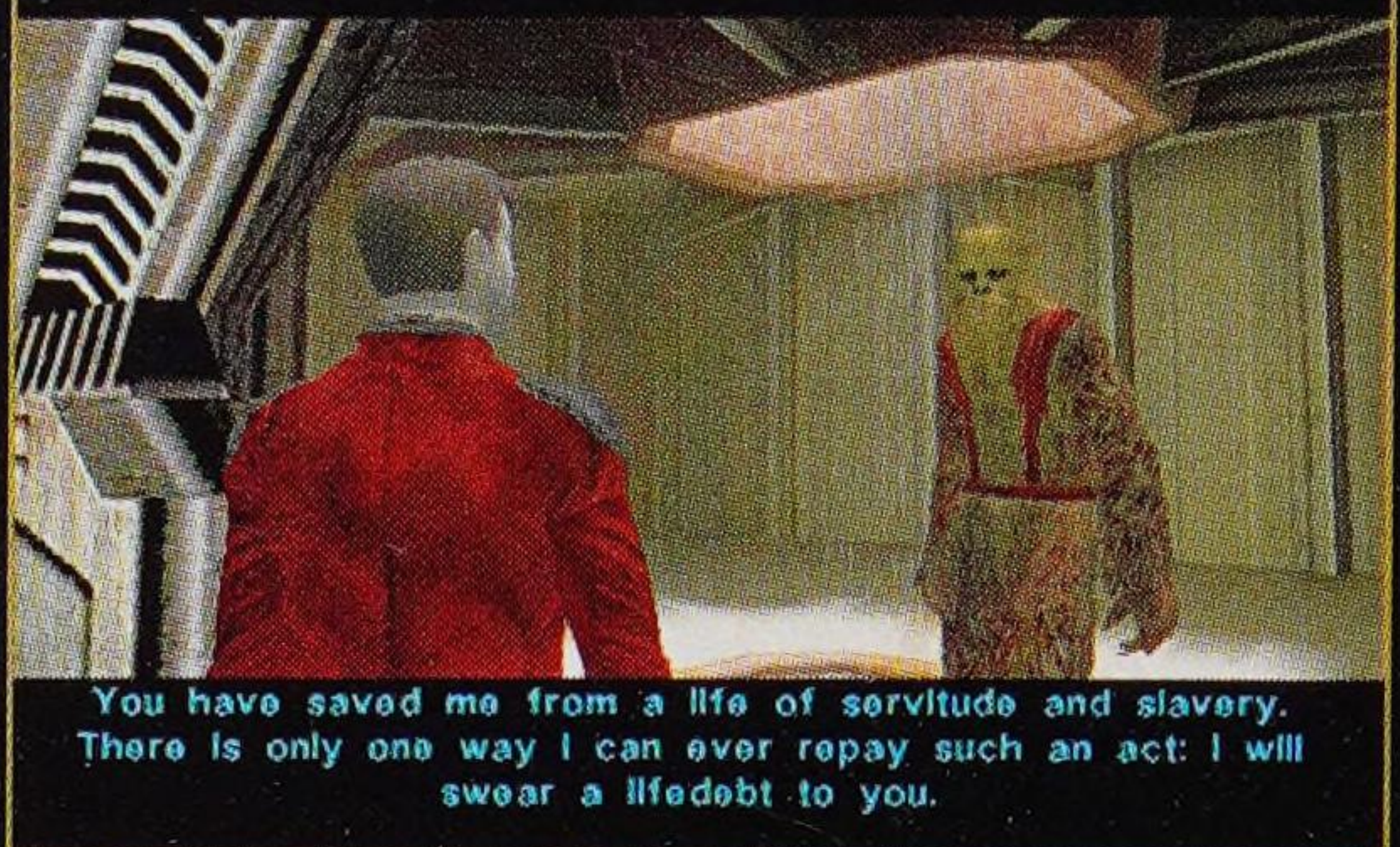
The pod contains a Republic soldier (Waypoint K). He's been infected with the Rakghoul disease—fight him when he changes. Using the Rakghoul serum is pointless because more Rakghouls rip apart the soldier soon afterward.



Bastila has been taken from her pod by force. Her captor is Brejik. Return to the Lower City and report your findings to Gadon in the Hidden Bek hideout. Gadon has already requested that you infiltrate the Black Vulkars' main base and steal a prototype accelerator for a swoop bike. This will help the Hidden Beks win a forthcoming race—and Bastila has been offered as the prize! Because you've already agreed to this plan of action, return to the Undercity to locate the only accessible entrance to the Black Vulkar base—inside the sewers.



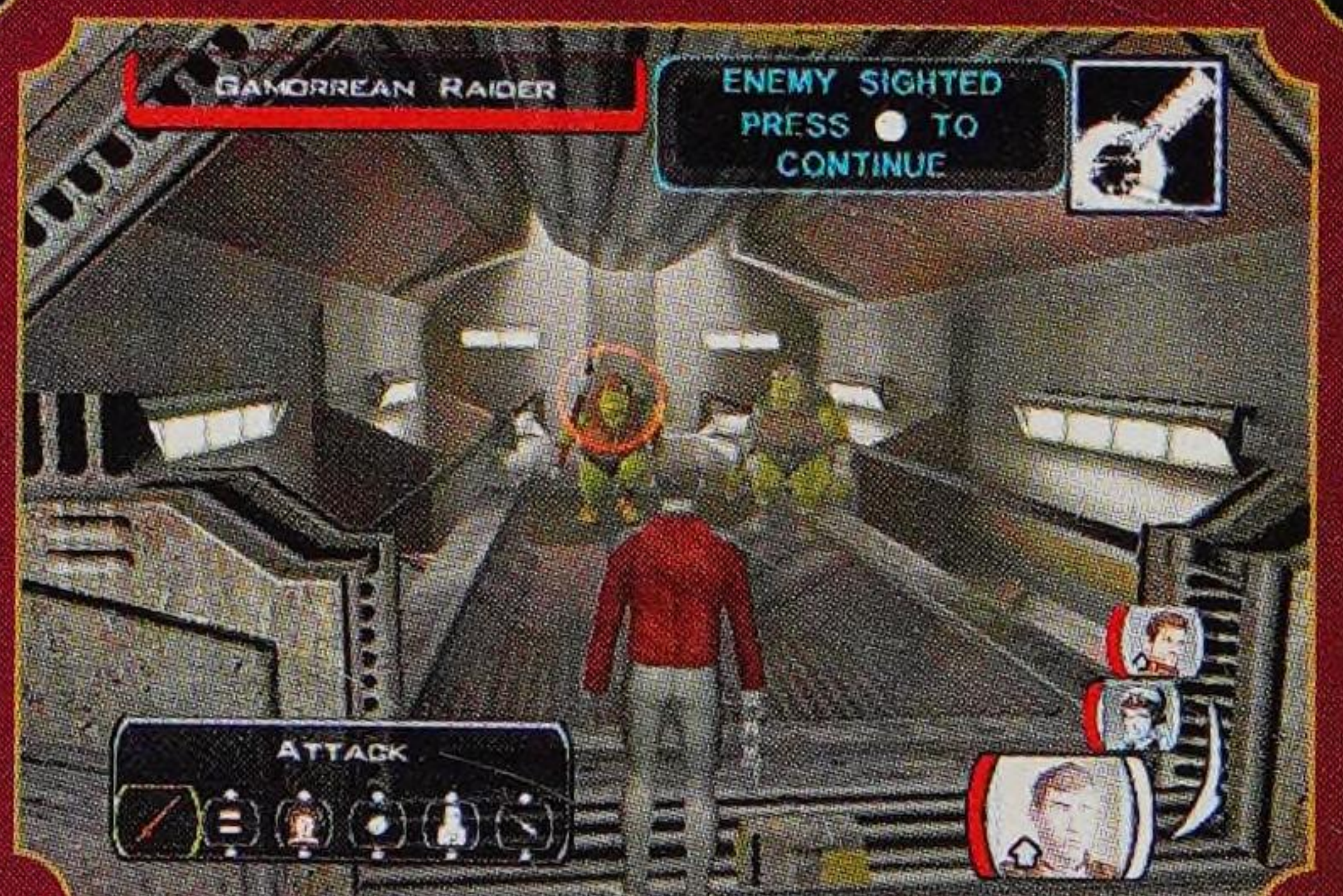
Action 4: Wookiee Watch



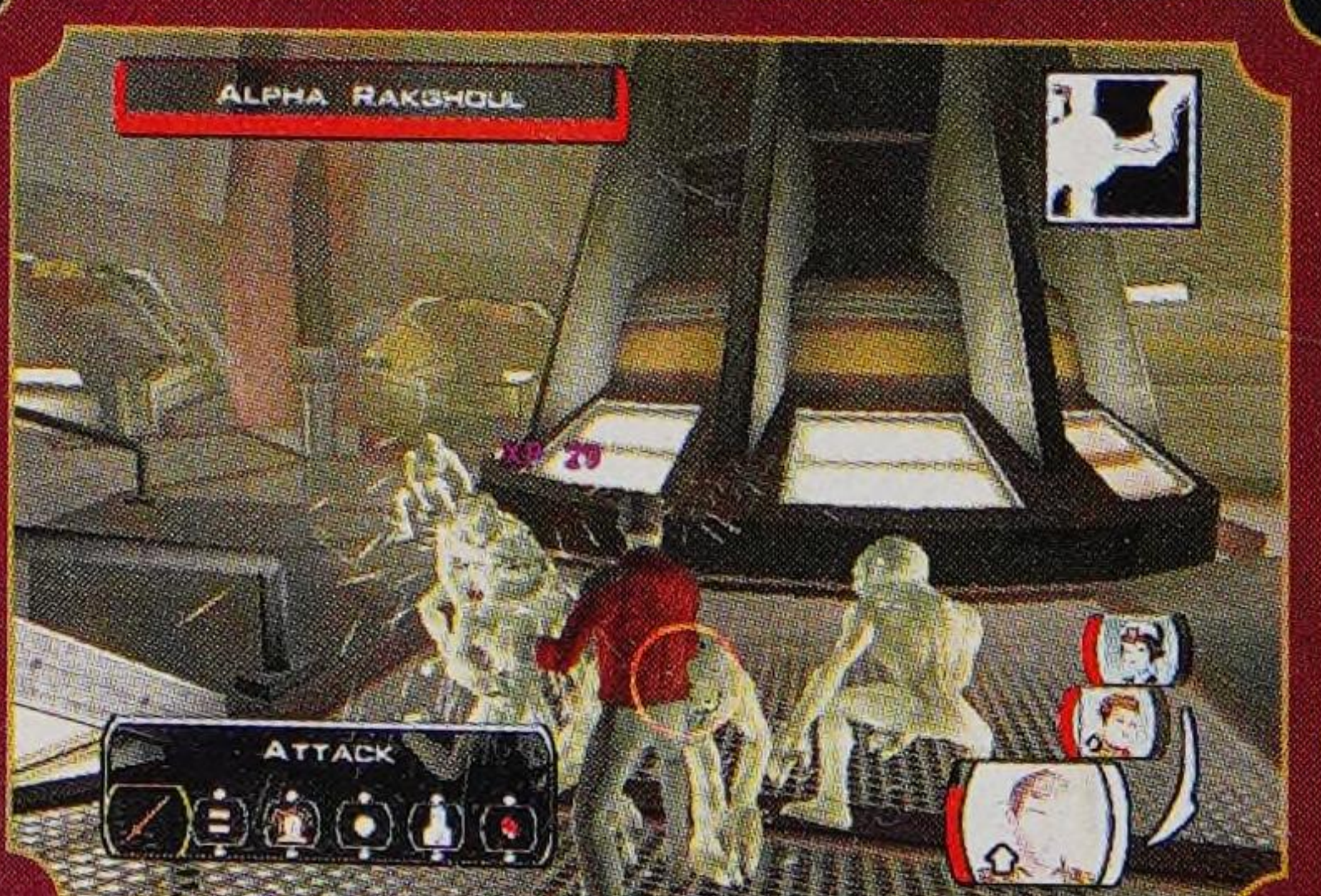
You have saved me from a life of servitude and slavery. There is only one way I can ever repay such an act: I will swear a lifedebt to you.

After returning to Gadon and agreeing to the Black Vulkar base assault, search for Zaalbar. During your sewer search, you uncover two journal entries for Sidequest 12. The rest of the area is a maze of connecting passageways and large circular walkway chambers. Use the map to guide you through.

During your expedition, you run into more Gamorreans and Rakghouls. Of particular note is a group of Gammoreans guarding a locked door. Continue until you reach the locked door (Waypoint L) after the Gamorreans lie in a heap at your feet.



Cut down the Gamorreans.



Mop up the Rakghouls.

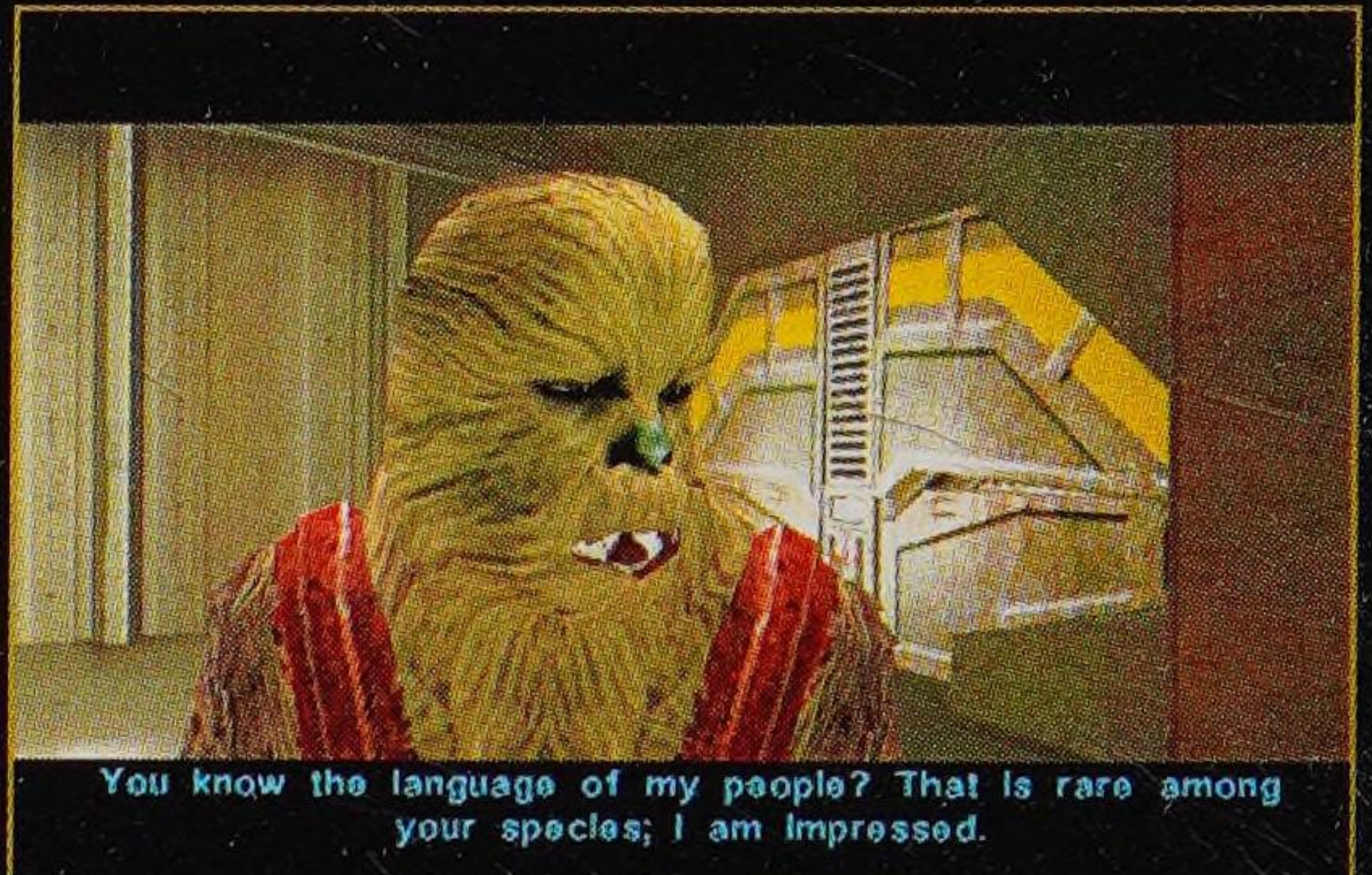
Zaalbar

Class: Scout

LEVEL	VITALITY	DEFENSE
3	45	10

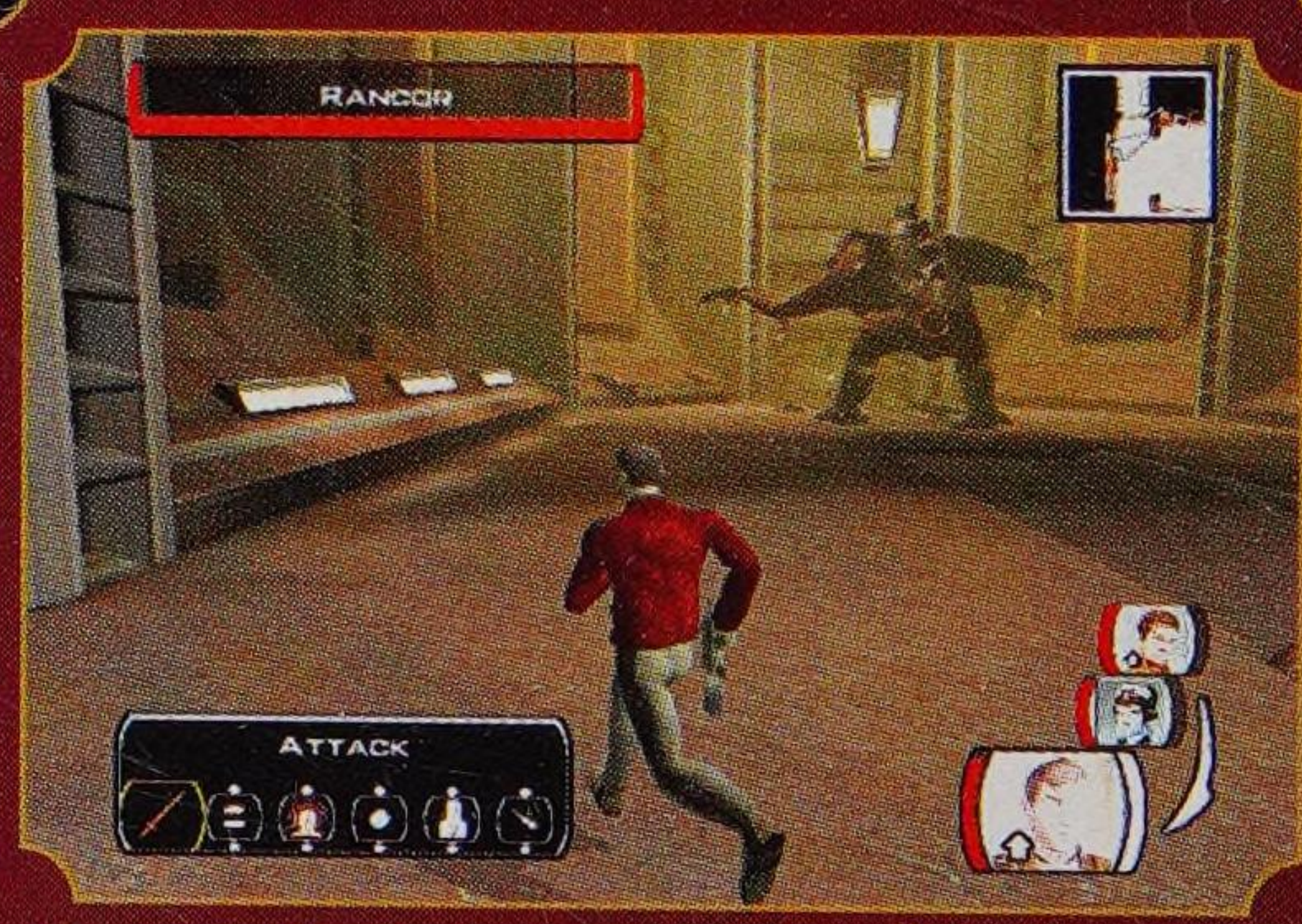
Abilities

Demolitions, Awareness, Repair, Treat Injury

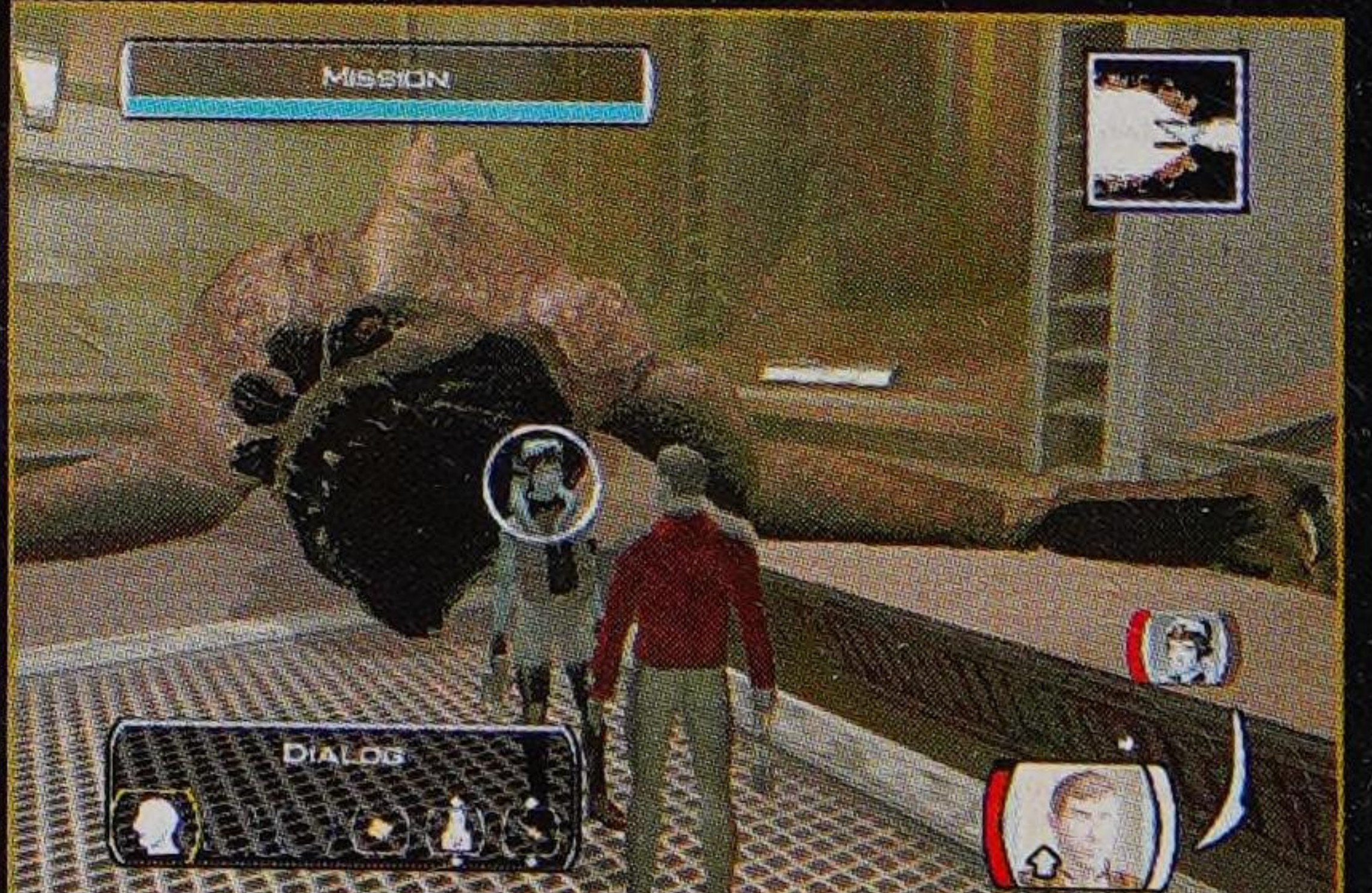


You know the language of my people? That is rare among your species; I am impressed.

Mission unlocks and opens the door. Inside, Zaalbar is waiting to be rescued from his Gamorrean captors. Save him, and he becomes a firm ally. After this, return to the control panel near an energy wall you couldn't pass through (Waypoint M). Your new companions help you through, all the way to a massive chamber (Waypoint N). In the distance, a huge beast is moving.



Brute force or cranial cunning win over this behemoth.



This is the lair of the rancor, a gargantuan beast with a temperament as thick as its head. As you enter the room, you see a corpse pile. In an adjacent hallway just before this

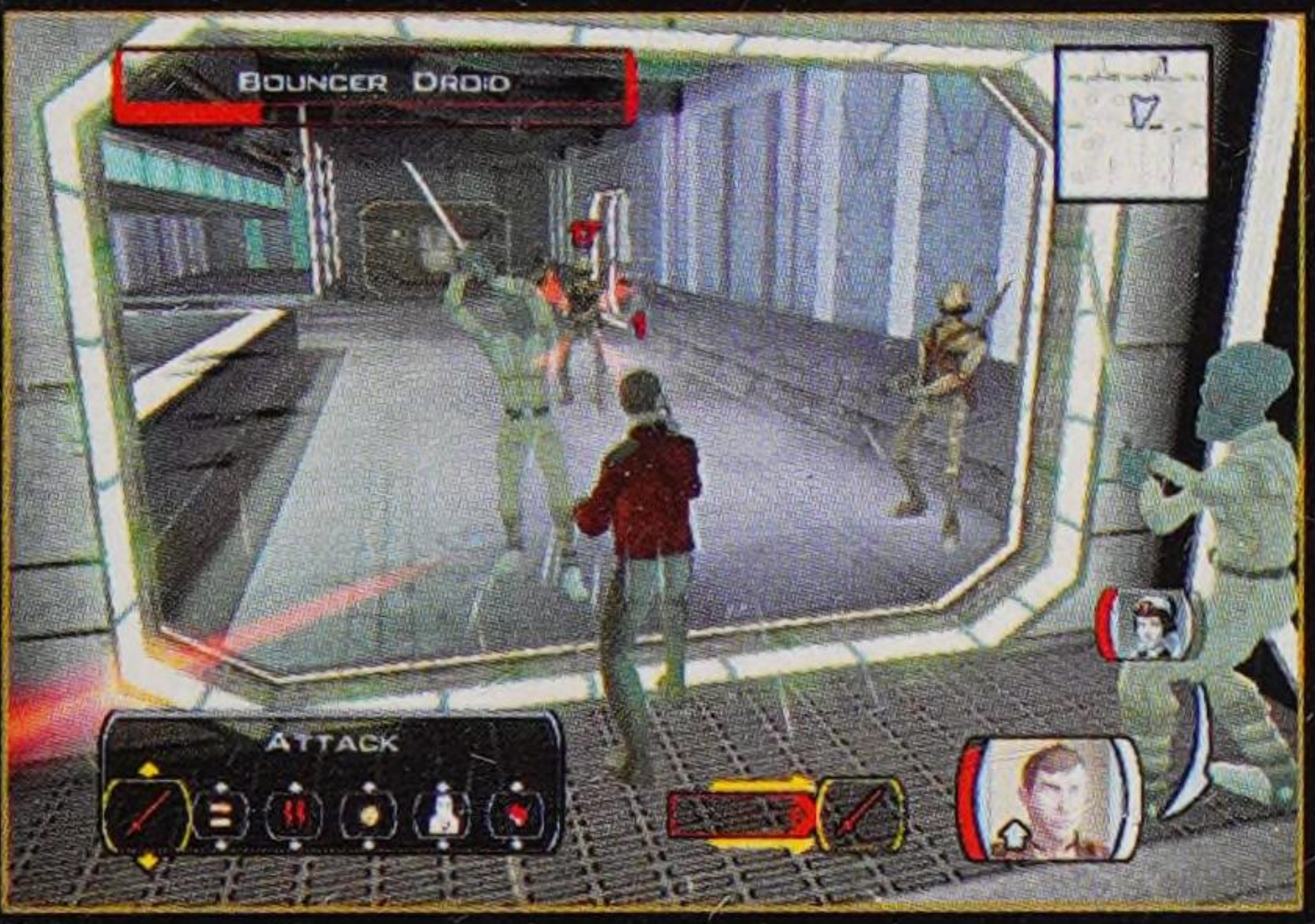
Rancor is a mutilated arm. The arm holds a datapad, mentioning the beast's less-than-picky eating habits. You have only moments to collect this before the beast spots you.

Beyond this chamber is the door to the back entrance of the Black Vulkar's base (Waypoint O). You can run past the rancor and sprint for the door; you can attack the rancor in regular combat (which isn't advisable); or you can place a grenade in the beast's trough, retreat to a safe distance, and watch it eat itself to a messy death. Head to the Black Vulkar's base entrance.

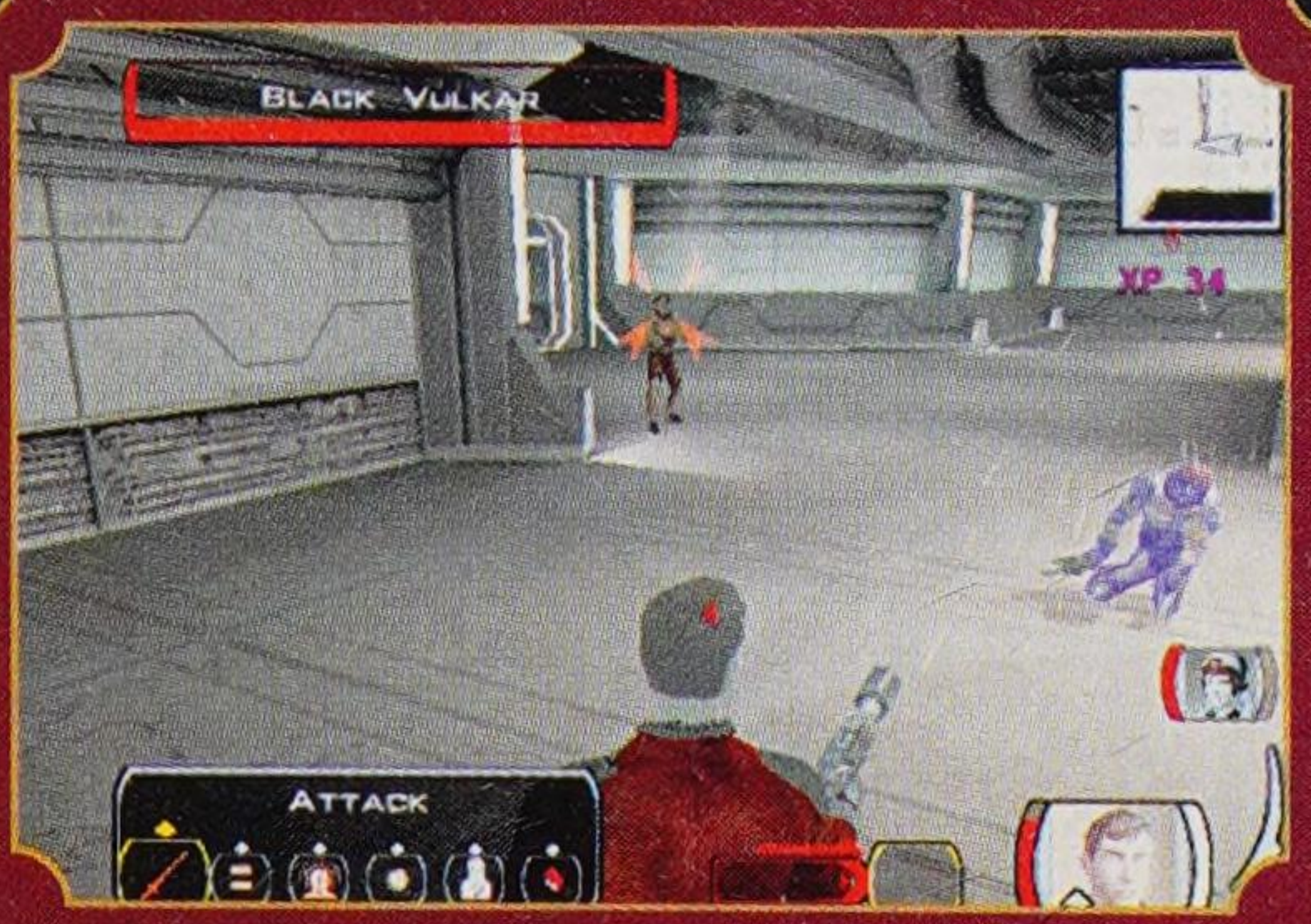
NOTE

The quest named "The Search for Zaalbar" was completed when you rescued the Wookiee. "A Rancor in the Sewers" is complete if you defeated the rancor.

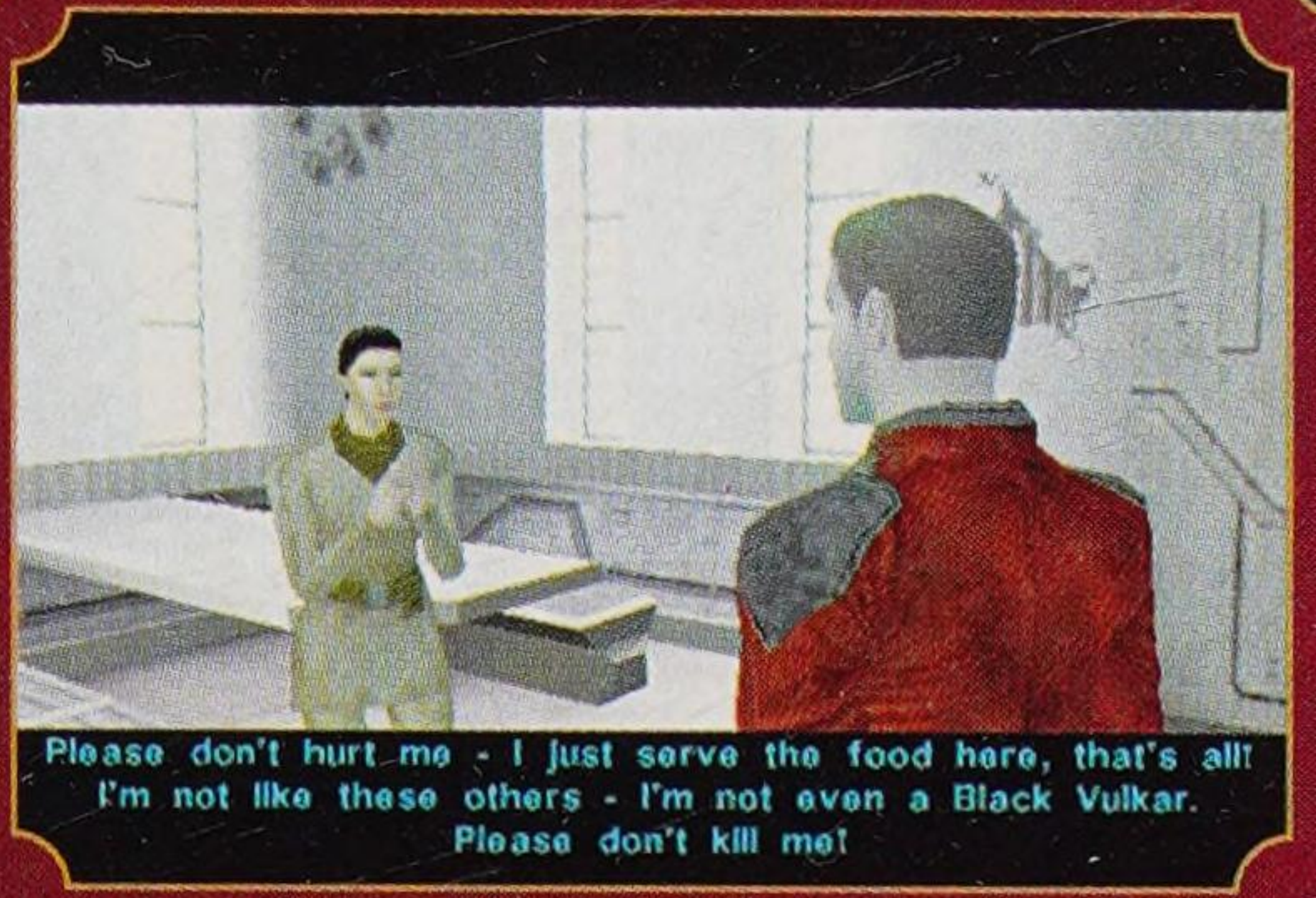
Action 5: Black Vulkar Base Assault



The first of this base's two levels consists of several pitched battles before you reach an elevator to the next floor. However, turret guns guard this spot, and you must deactivate them. Before this occurs, clear the main corridors of Black Vulkar gang members and those who seek to thwart your progress—and a waitress, if you decide she's not worth saving (dark side). Talk to her and she hints at the availability of a pass key.



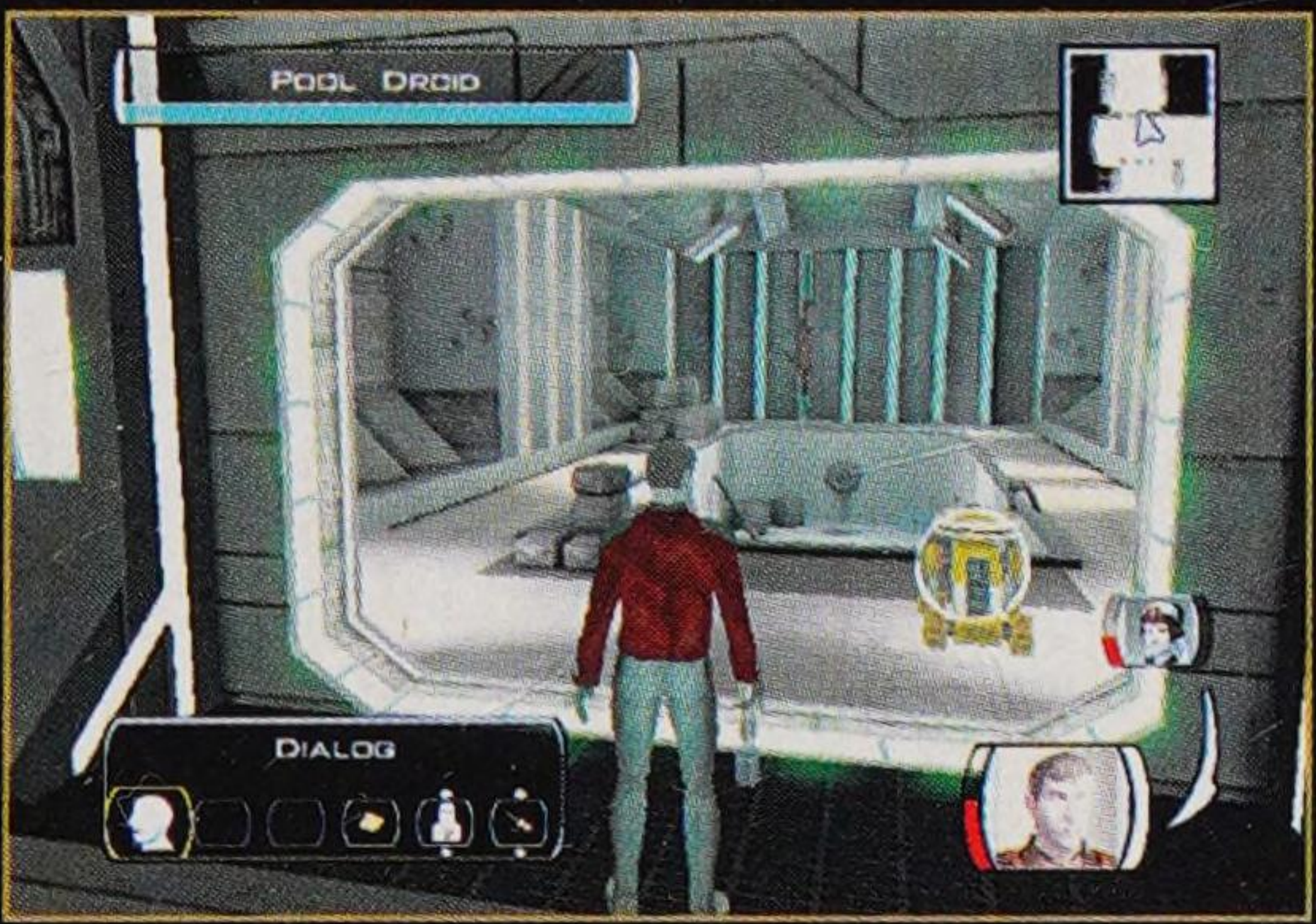
The Black Vulkar Gang discovers you.



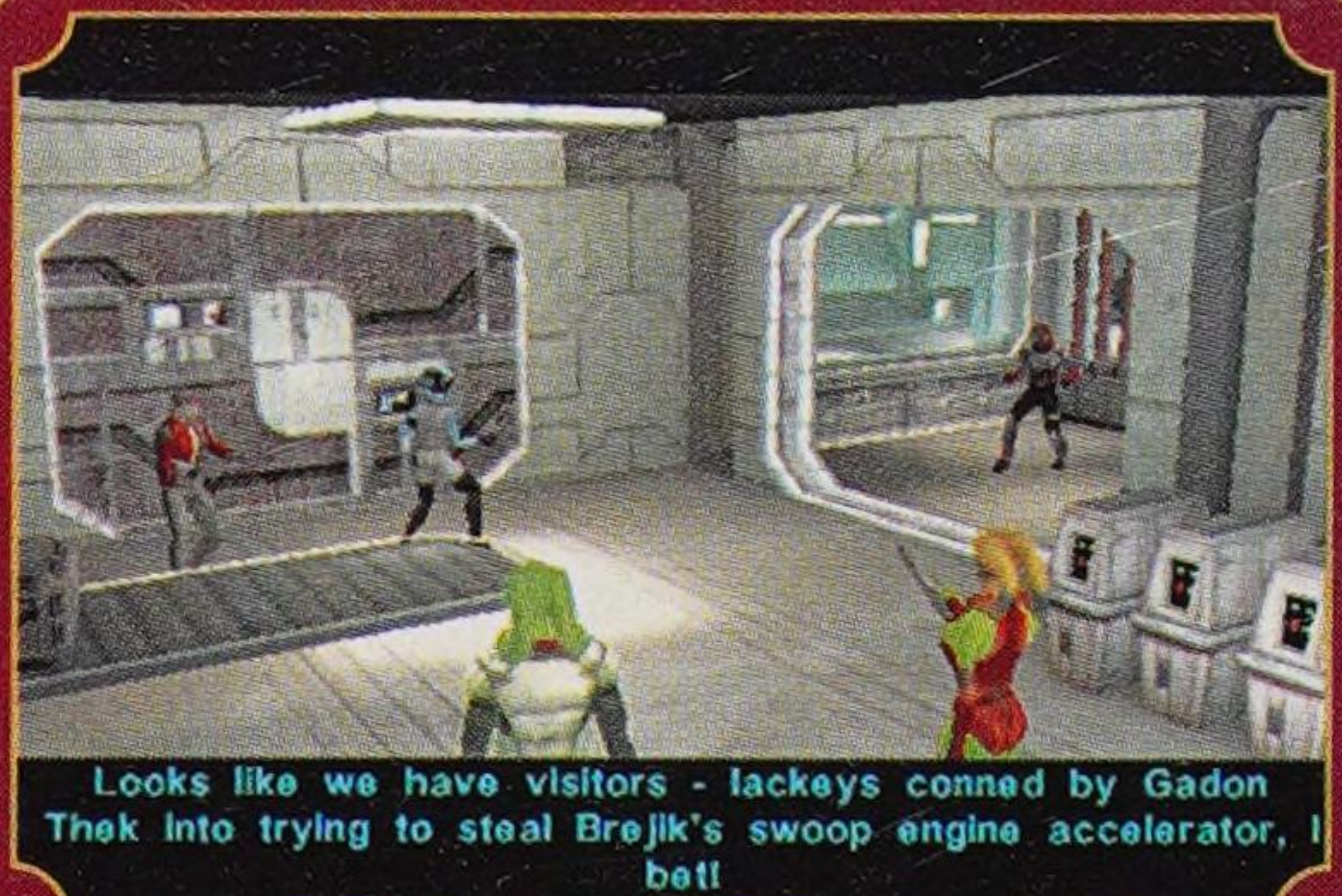
Please don't hurt me - I just serve the food here, that's all! I'm not like these others - I'm not even a Black Vulkar. Please don't kill me!

Even the slave waitress doesn't like the look of you.

Study the overview map of the Black Vulkar gang base and spot an elevator (Waypoint P) leading to the main hangar. There's treasure in the swimming pool, but you must repair the droid to disarm the trap protecting it. Then concentrate on finding a way to activate the first elevator.

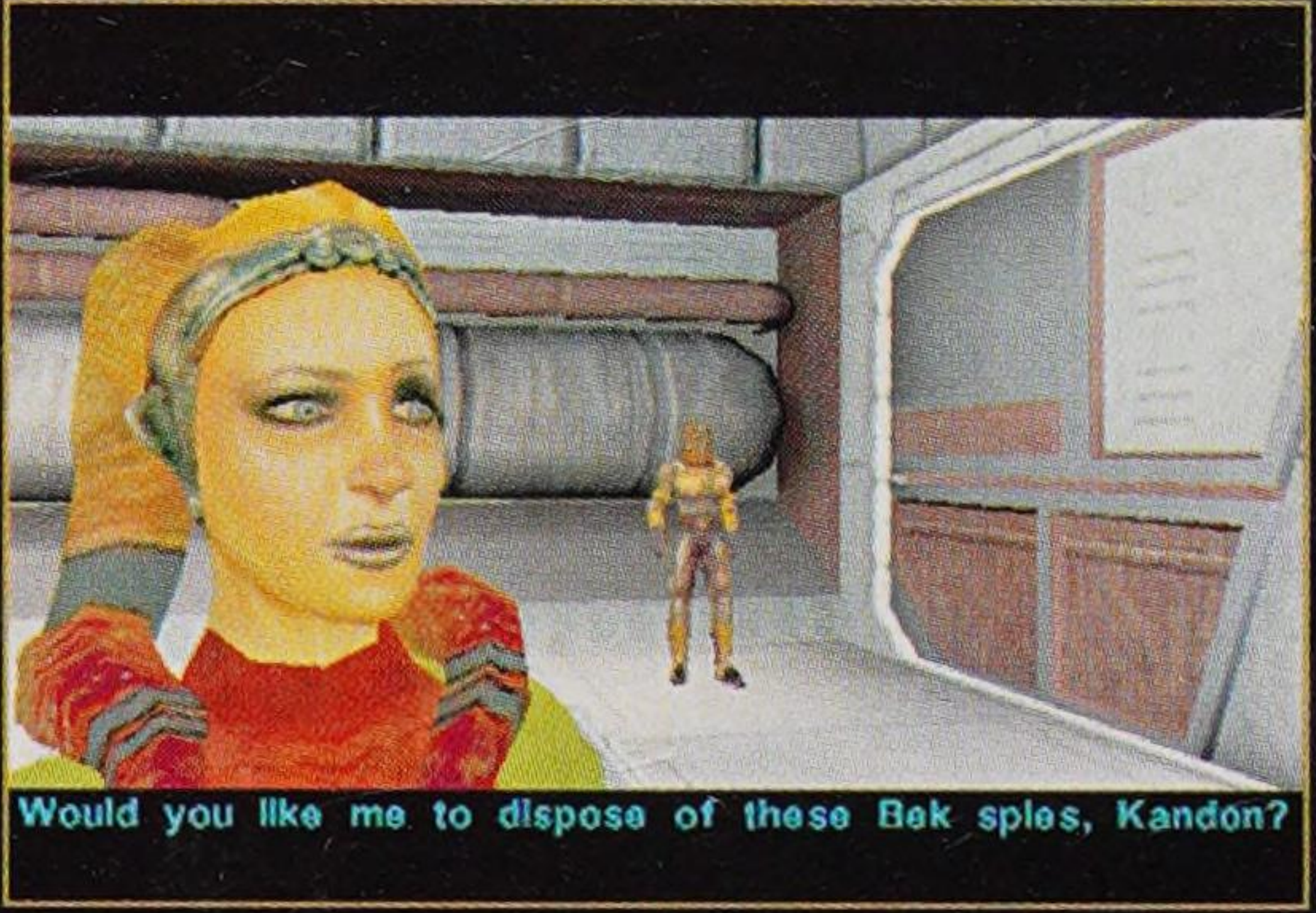


You can access this elevator by attacking guards in the barracks (Waypoint Q) and retrieving a key card. Head for the elevator after disarming the turrets and move to the second level. Inside the garage level, locate the garage head in his office; separate him from his key card, which opens the docking bay. Blast your way to the prototype accelerator (Waypoint R) area. Here you meet Kandon Ark and his right-hand men. Prior to attacking, Kandon offers you a choice: He's impressed by the way you rampaged through his base and wants you to work for Brejik—the head of the Black Vulkars.



Looks like we have visitors - lackeys conned by Gadon Thek into trying to steal Brejik's swoop engine accelerator, I bet!

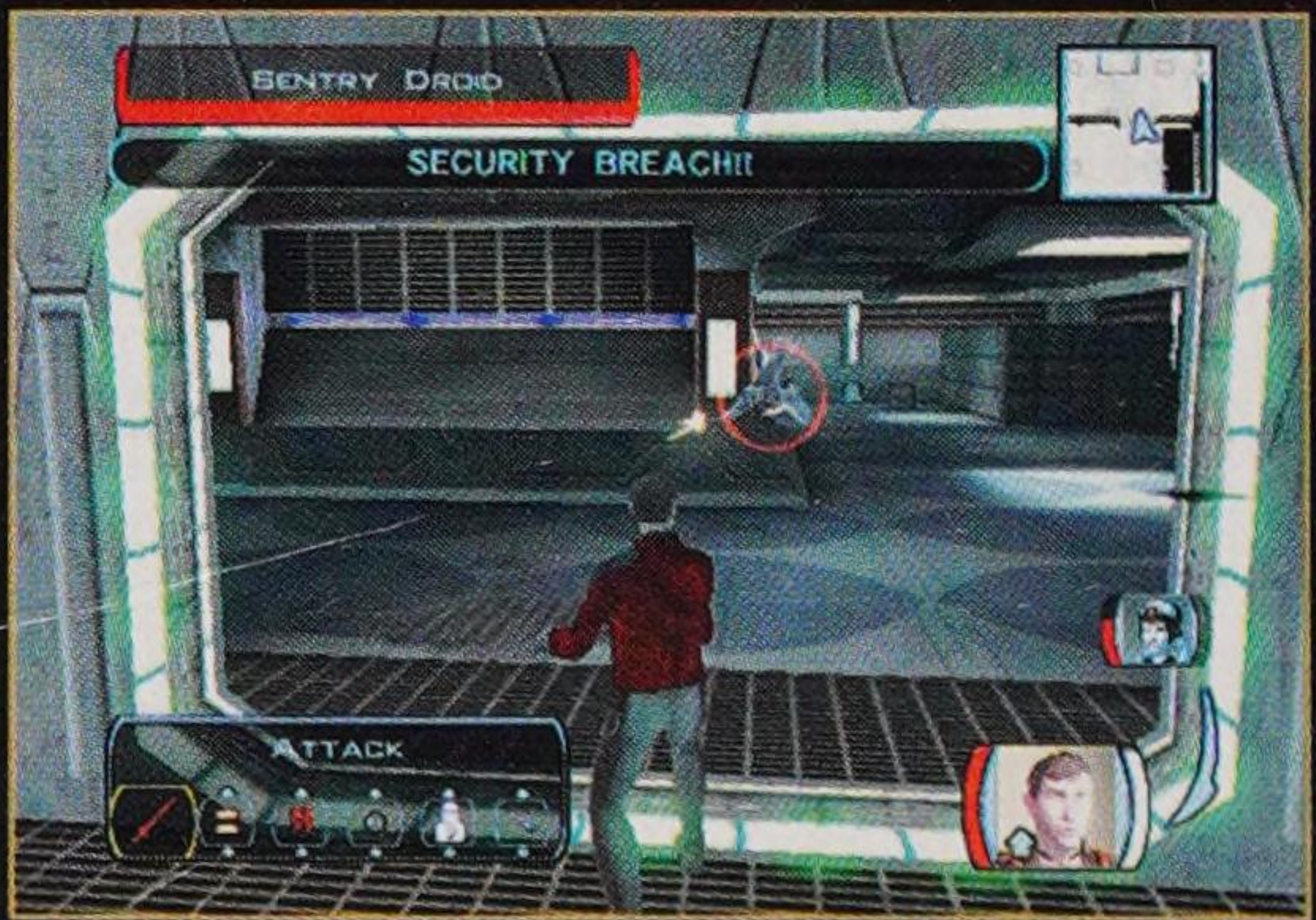
Kandon Ark attacks with his bodyguards.



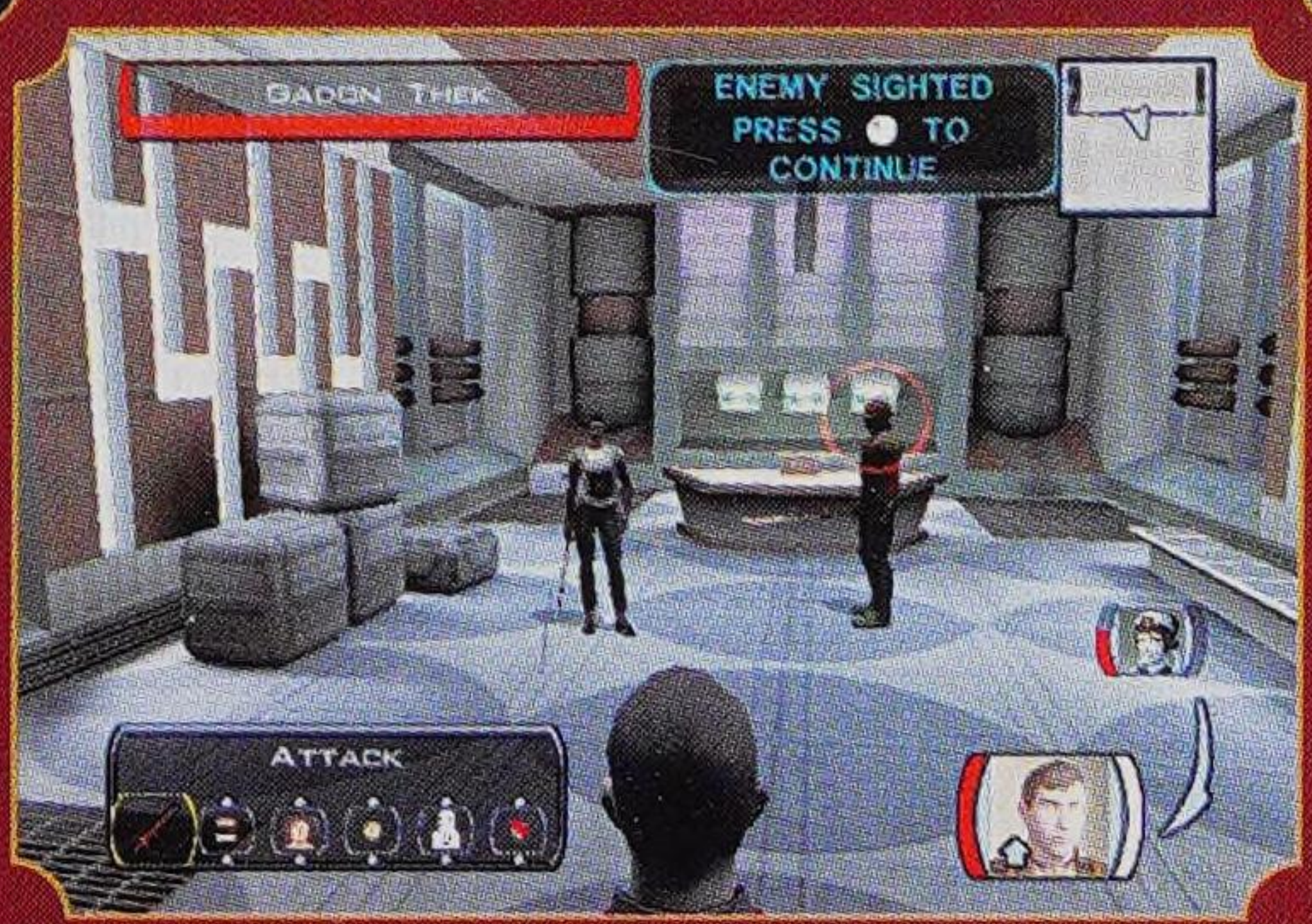
Would you like me to dispose of these Bek spies, Kandon?

This "work" is the assassination of Gadon, head of the Hidden Beks. If you accept this dark-side act, Kandon hands you access codes for Gadon's private chamber, and you appear in the Lower City, outside the entrance to the Black Vulkar base (where you couldn't enter before). If you ignore Kandon, you can attack the remaining Black Vulkars, take the prototype accelerator, and exit into the Lower City entrance to the base.

Action 6: Gang Fight



Whether you agreed to assassinate Gadon or not, you must now return to the Hidden Bek base, either with access cards to gain entrance to Gadon's chamber to dispatch him, or to present the prototype accelerator you acquired from the Black Vulkar base. If you return with the prototype accelerator, you automatically meet Gadon. Bastila is the prize for finishing first in the swoop bike race competition, and the race begins.



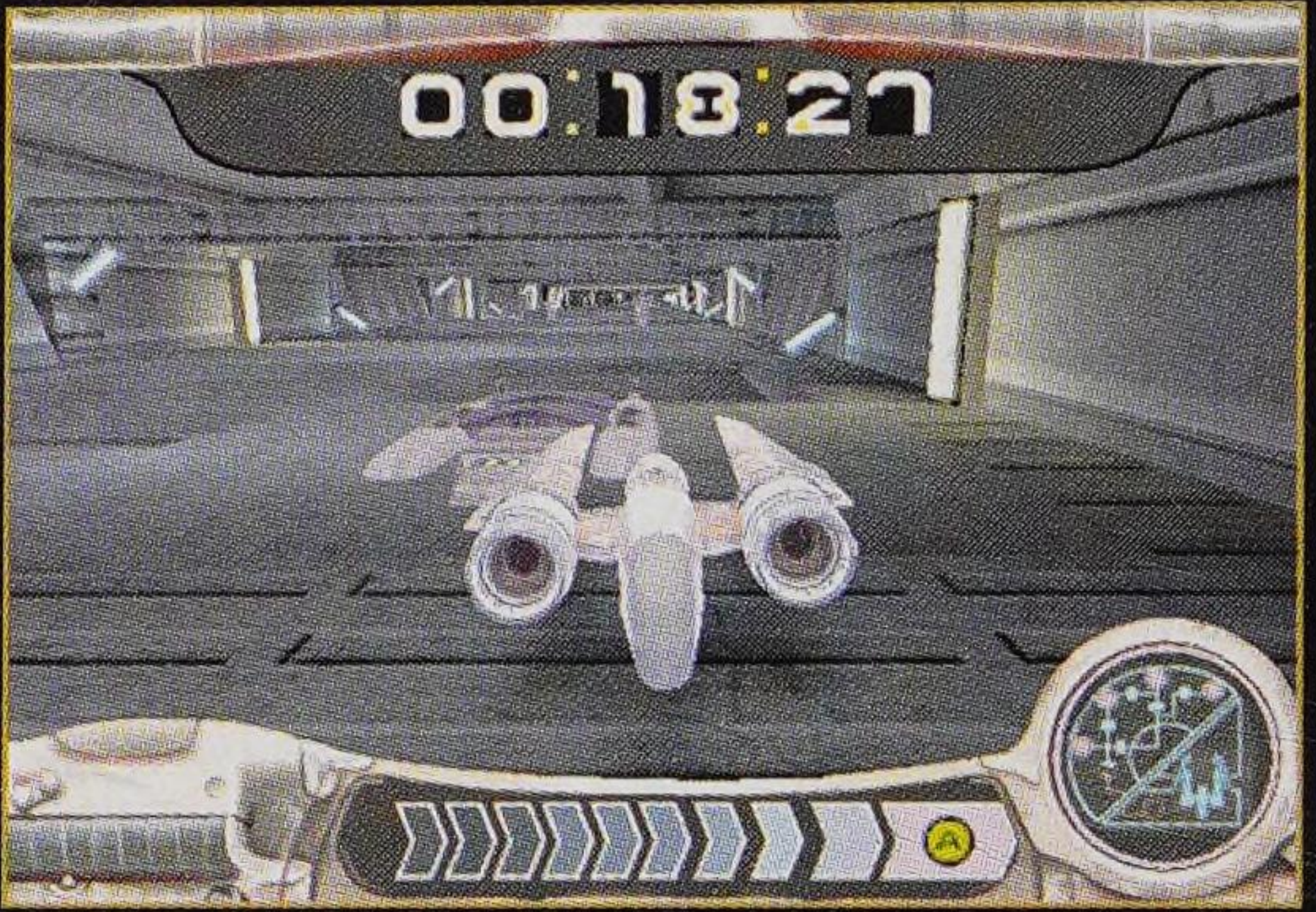
Gadon Theck and Zaeira—help him or double-cross?

If you decide to defeat Gadon (dark side), return to the Hidden Bek compound, surprise the Hidden Bek guards with your access card, and gain admittance to Gadon's private chamber (Waypoint S). Here, you must defeat him and his companion, Zaeira. After Gadon is down, walk to the Black Vulkar base, and you meet Kandon, who tells you the race is still on and that Bastila is still up for grabs!

NOTE

After you find the prototype accelerator, "Inside the Vulkar Base" is completed.

Action 7: The Swoop Bike Race



No matter whose side you're on, you return to the Lower City and compete in the swoop bike race, while members from both gangs watch from the entrance point (Waypoint T). You are strapped into a swoop bike with the prototype accelerator and launched down a straight raceway. You have five opportunities to complete a winning time (which varies, but usually isn't faster than 25 seconds). The race is simple: Keep moving over the speed accelerators on the ground and keep punching the acceleration button, avoiding the jutting objects, and don't slow down!

If you fail to beat the other remaining time on your fifth attempt, your swoop bike malfunctions and explodes—so make sure you win! Brejik takes out his frustrations at losing on you and refuses to hand over Bastila. You engage his goons in battle before Bastila joins your party. After a brief argument, the two of you return to the apartment.

Bastila

Class: Jedi Sentinel

LEVEL	VITALITY	FORCE	DEFENSE
3	24	39	12

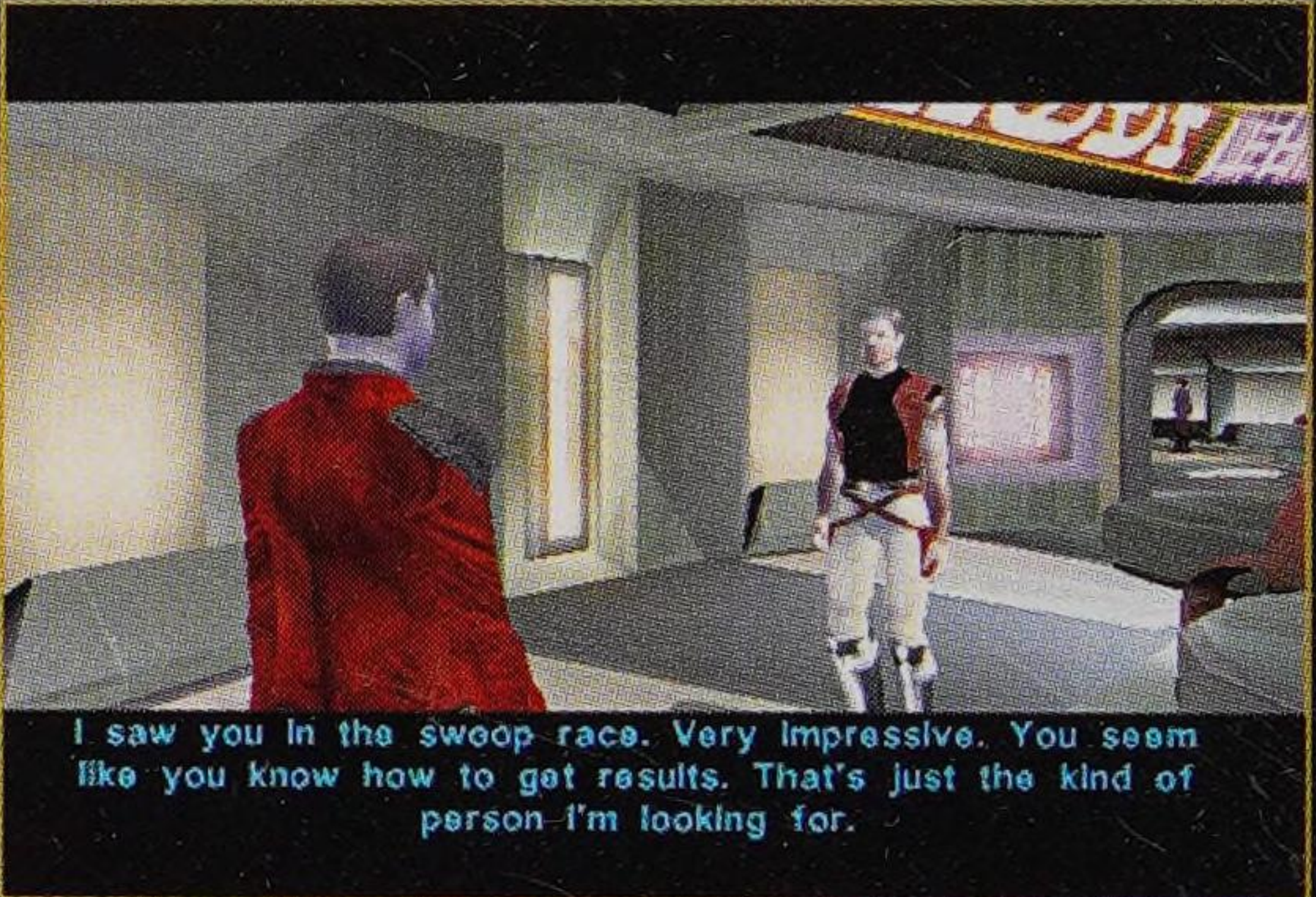
Abilities

Awareness, Persuade, Treat Injury

NOTE

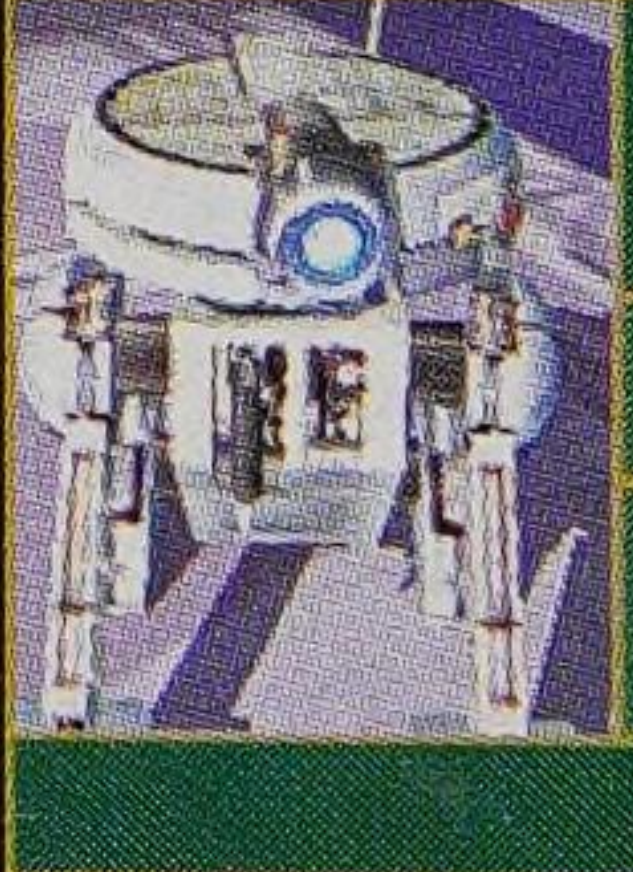
After you win the swoop bike race, "The Search for Bastila" is complete.

Action 8: Slicing through Sith Security



I saw you in the swoop race. Very impressive. You seem like you know how to get results. That's just the kind of person I'm looking for.

When Bastila joins your party, return to the Upper City and visit the droid tower (Waypoint U). Converse with the proprietor, Janice Nall, and purchase the T3-M4 droid she has for sale. If you attempted to purchase a droid prior to freeing Bastila, the only available one is M4-H8, a less-than-stellar piece of circuitry that explodes when you exit the store. The T3-M4 was being saved for Davik, with Canderous collecting. Buy the T3-M4 and it's added to your party (after talking to Canderous in the Upper City Cantina when he agrees to aid in your escape). The droid will cost you 2,000 credits unless you demand Janice give it to you for free (dark side).



T3-M4

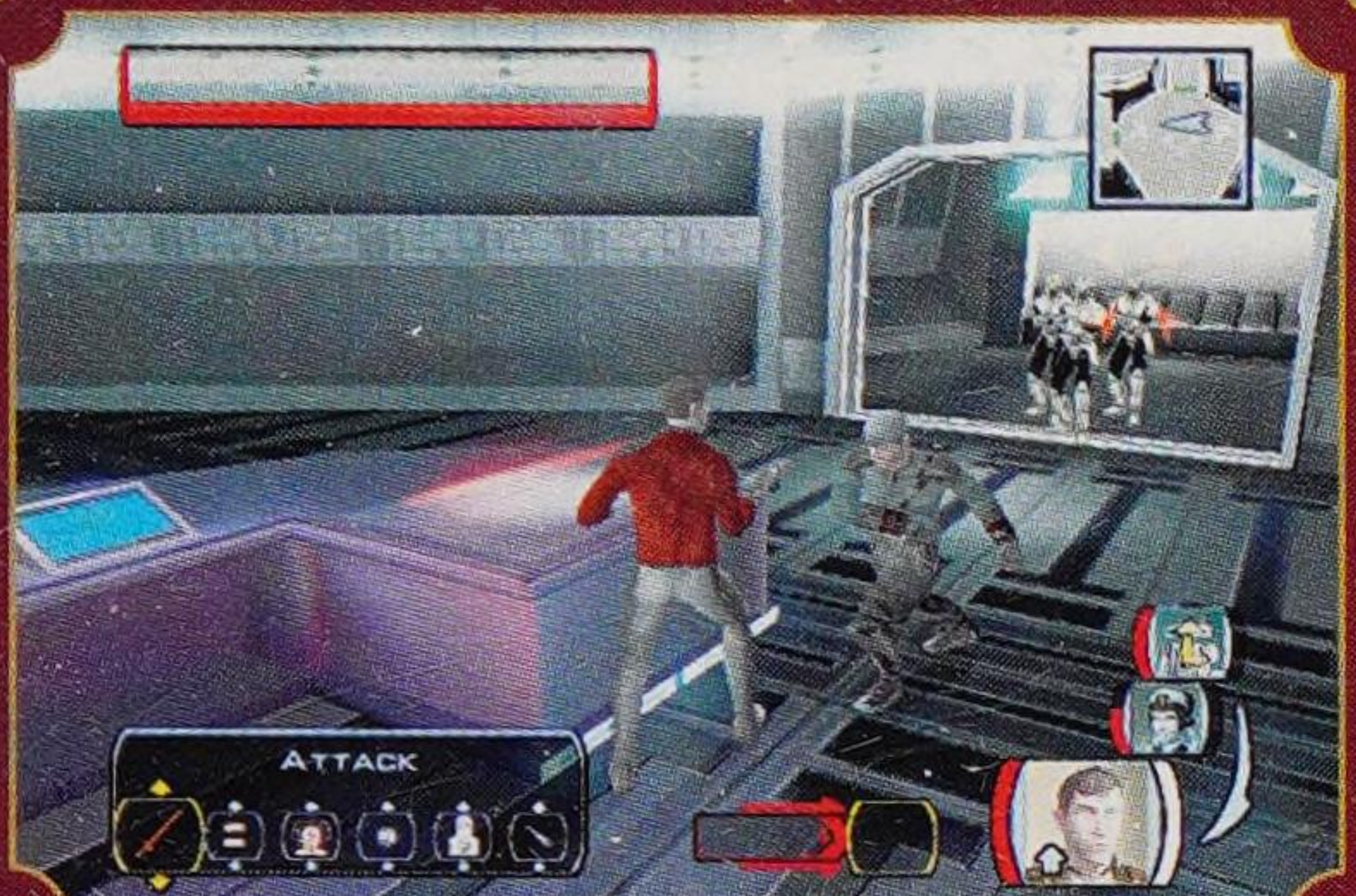
Class: Droid

LEVEL	VITALITY	DEFENSE
3	24	15

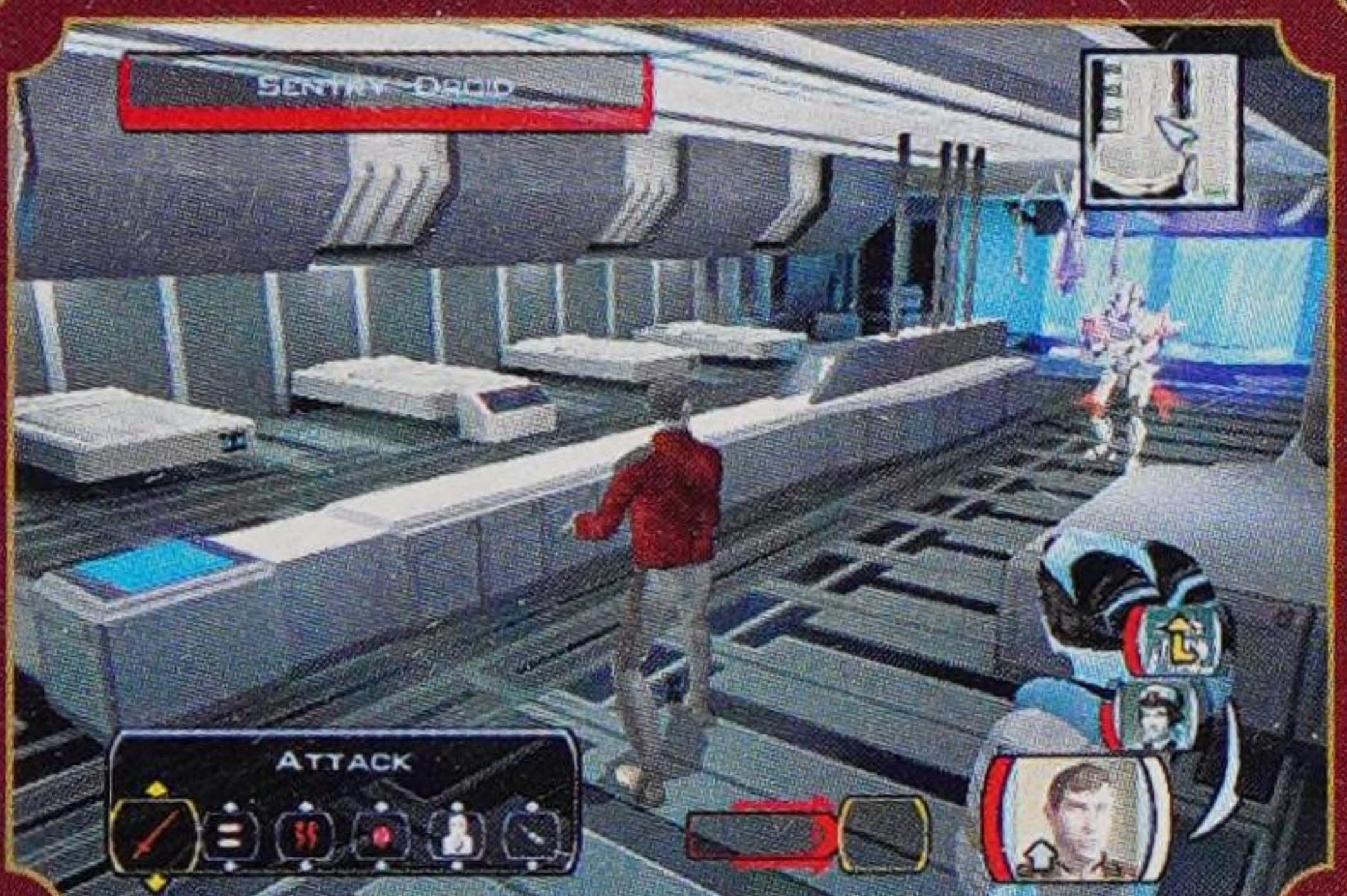
Abilities

Computer Use, Demolitions, Repair, Security

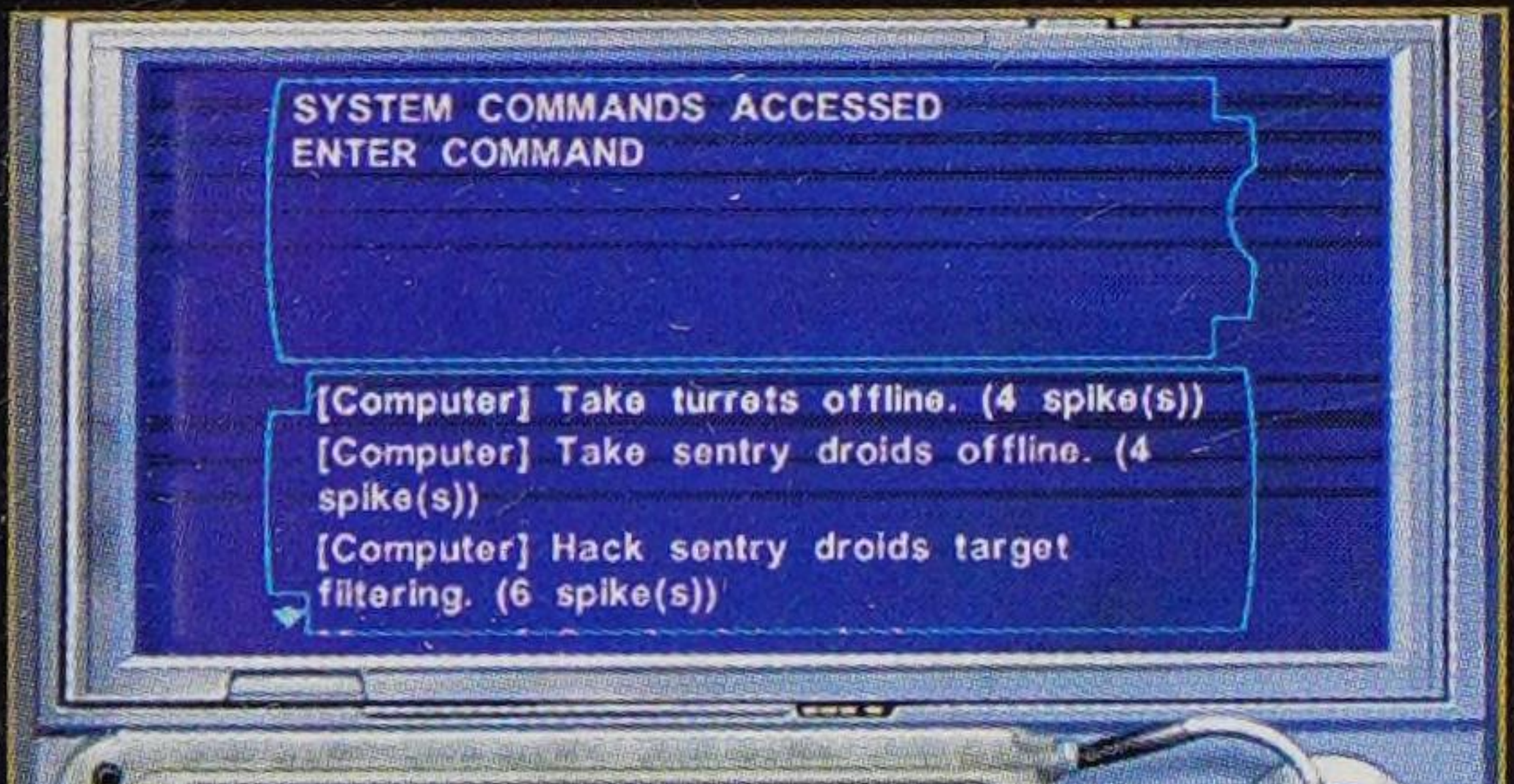
With the T3-M4 in your immediate squad, move to the Sith military base entrance (Waypoint V) and use it on the main doors to gain entry. This is the only way to enter the base. Once inside, persuade or bribe the Twi'lek receptionist to leave her post, or you'll have Sith soldiers to deal with. Now you can infiltrate the base—watch out, as the base is teeming with Sith soldiers and war droids! Use the ion rifle you acquired earlier to short these droids' circuits.



The Sith guards are awakened by the sound of blaster fire.



Attempt Ion attacks against this War Droid.



SYSTEM COMMANDS ACCESSED
ENTER COMMAND

[Computer] Take turrets offline. (4 spike(s))
[Computer] Take sentry droids offline. (4 spike(s))
[Computer] Hack sentry droids target filtering. (6 spike(s))

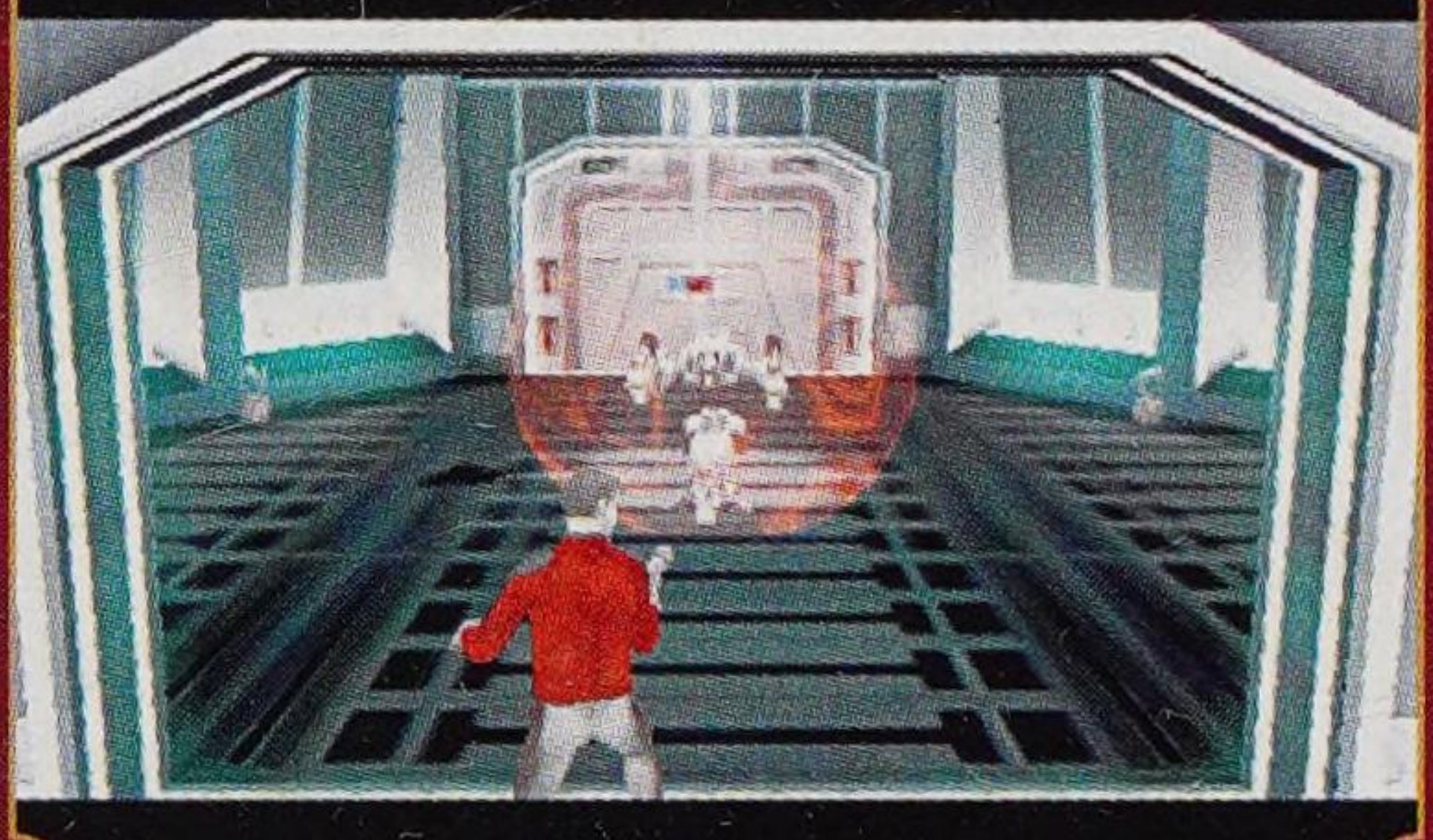
Computer Skill	18
Computer Spikes	17
Repair Skill	2
Repair Parts	1

As you progress through the rooms, deal with the Sith soldier threat in each location before running farther into the complex, or you'll be swamped. The first room is the computer lab (Waypoint W). Use the computer terminal to halt patrolling battle droids and turn off the gun turrets in two of the rooms farther ahead.

NOTE

You can blast the gun turrets manually, as well.

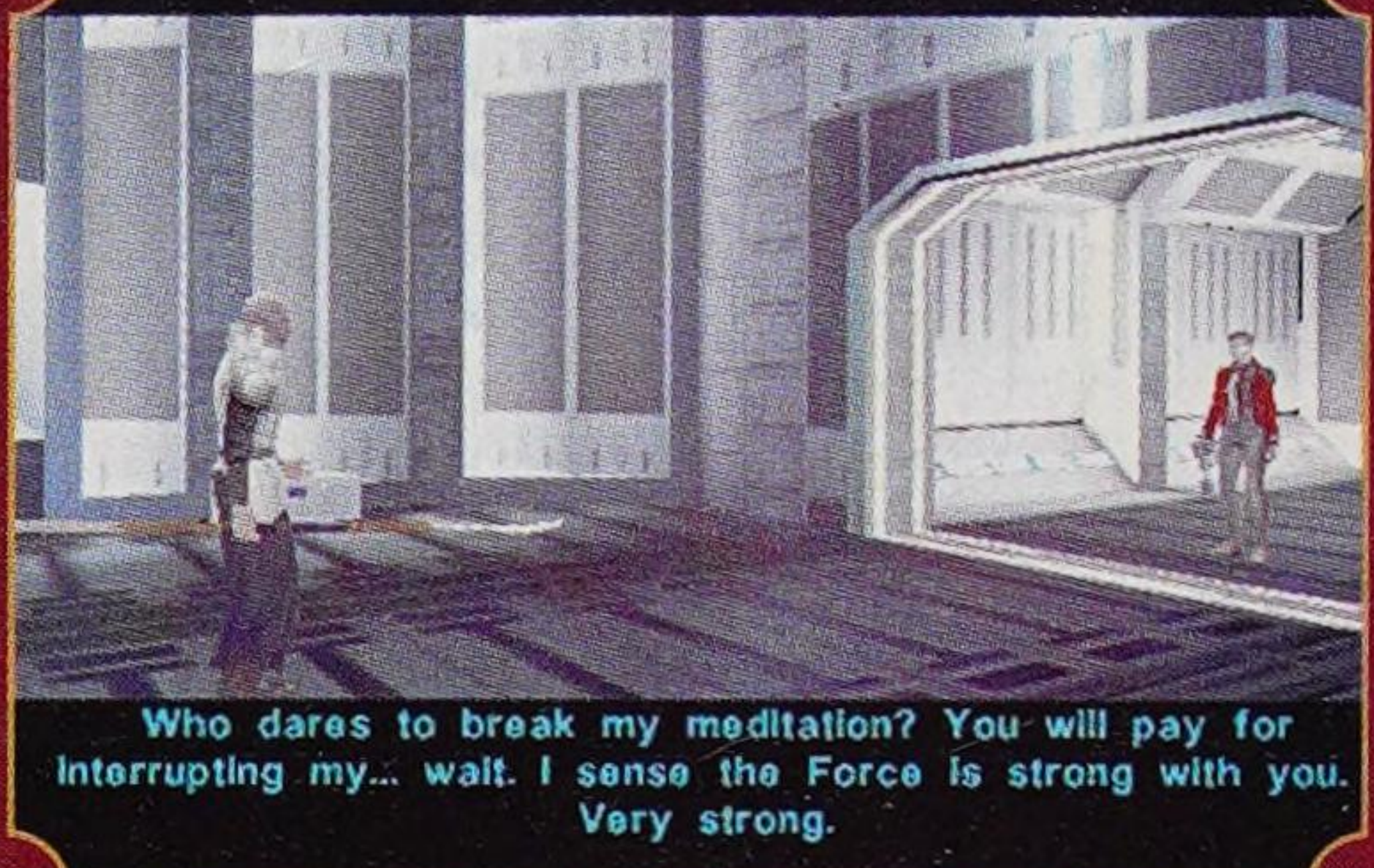
Your next port of call is the barracks (Waypoint X), where a swift Sith battle ends in a brief puzzle to win the freedom of an imprisoned alien (Waypoint Y). Solve the puzzle by flipping the two outer trap devices to red, then the middle one. Now head down the elevator, or for more combat, move into the power generator room (Waypoint Z) and inspect the two consoles. Interact with the one marked "Sec-1 Pow" as this removes the shield to a large assault droid near the elevator. The other one calls more Sith reinforcements.



Assaulting the Assault Droid.

Ⓐ To Cancel Live Feed and Return to Interface.

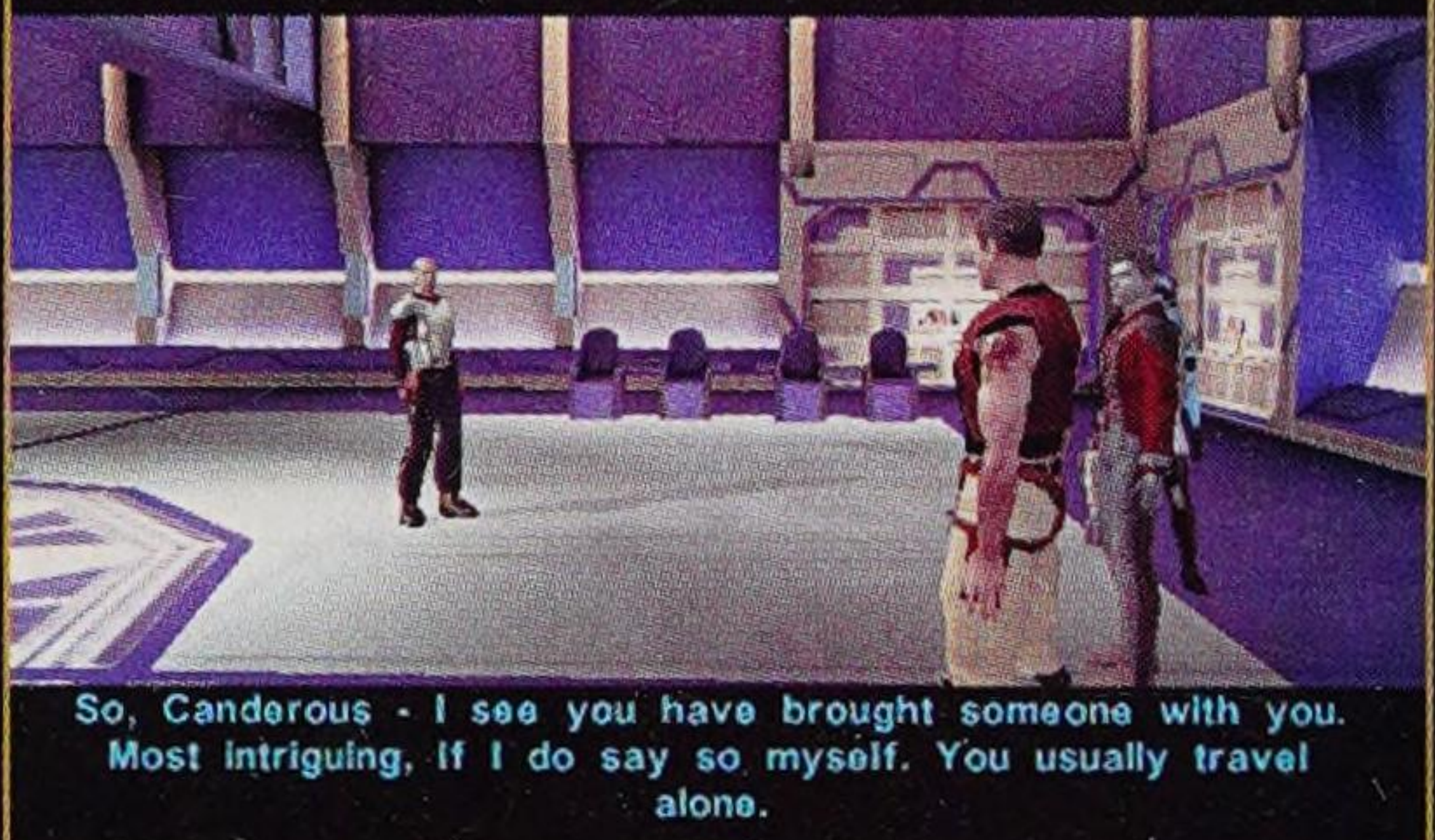
Face down the assault droid after powering down its shields, then search for the Taris shield codes; they're on the Sith governor (whom you meet shortly). The codes temporarily disable the defenses, allowing the *Ebon Hawk* to safely exit the planet. Head to the main elevator, ride it down to the next level, walk into the governor's office (Waypoint AA), and attack him. Stay at range to avoid his close-combat strikes. Take his codes and return to the grid room, then exit into the Upper City. Use the codes in Davik's Estate.



Who dares to break my meditation? You will pay for interrupting my... wait. I sense the Force is strong with you. Very strong.

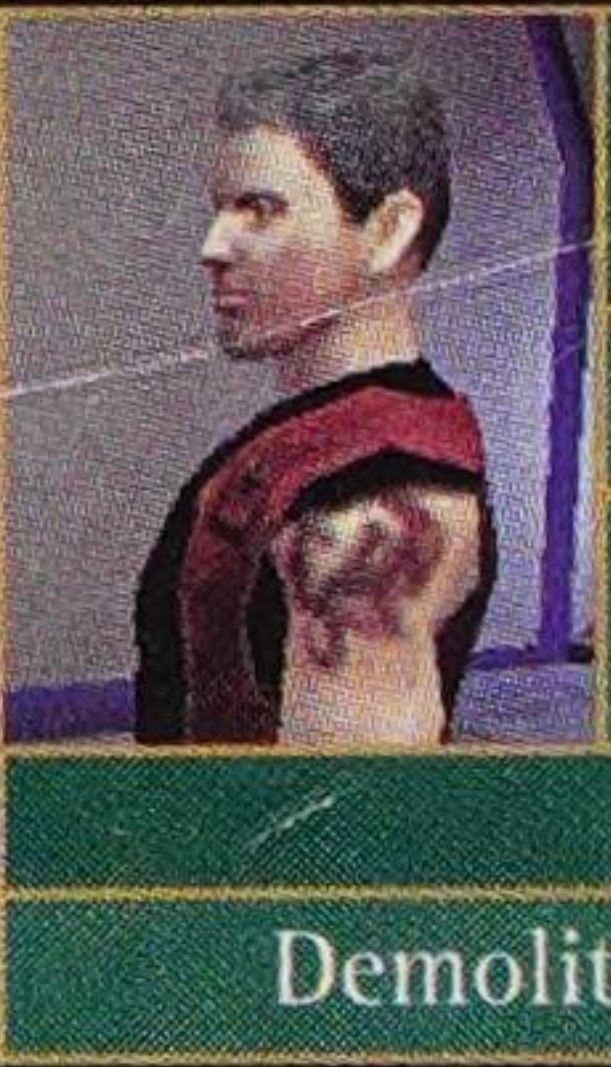
A short and victorious fracas against the Sith Governor.

Action 9: An Audience with Davik



So, Canderous - I see you have brought someone with you. Most intriguing, if I do say so myself. You usually travel alone.

You have run into Canderous Ordo once or twice (he's asked you to supply the codes needed to exit this place). Rendezvous with him in the Lower City Cantina, and he gains you an audience with Davik. Canderous is looking for revenge against this scumbag; dispatching him and stealing his ship (the *Ebon Hawk*) is the option. You automatically appear inside Davik's base as a "guest," with Canderous in your party. Explore the base.



Canderous Ordo

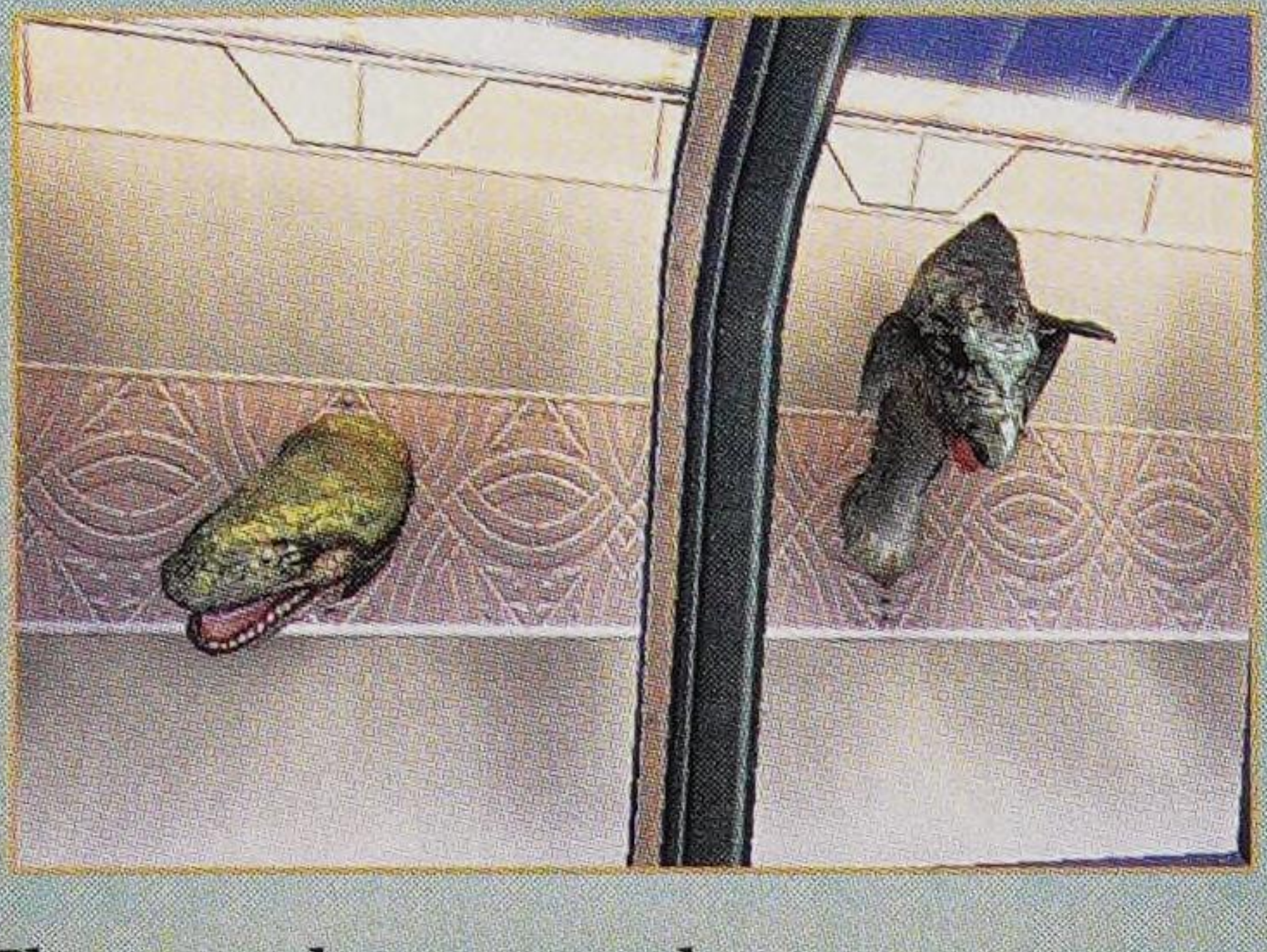
Class: Soldier

LEVEL	VITALITY	DEFENSE
3	39	10

Abilities

Demolitions, Awareness, Treat Injury

NOTE

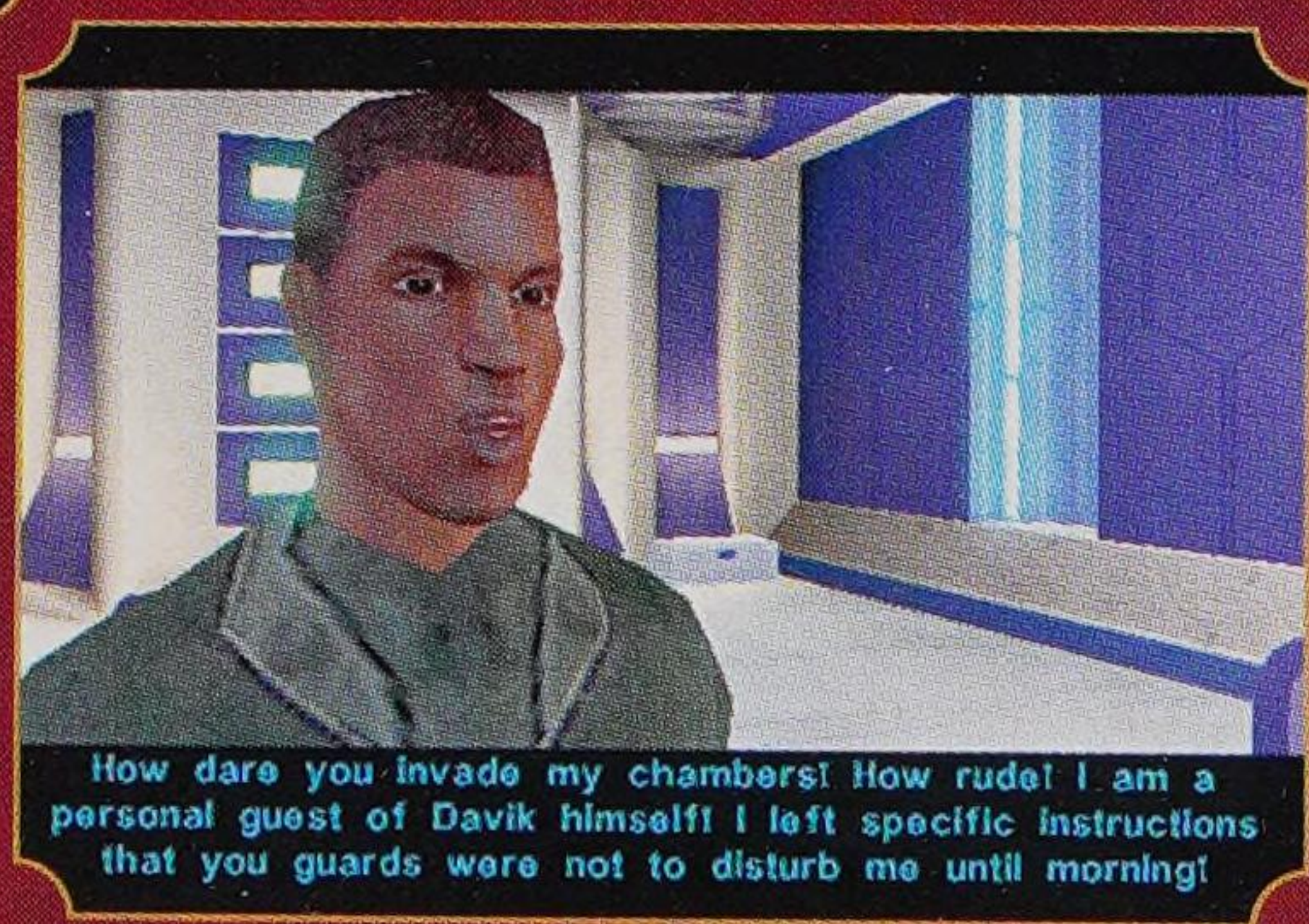


The trophy room houses an array of animal heads sliced from vicious beasts.

Breaking into rooms results in altercations with Davik's Rodian guards and confrontations with noblemen and a bounty hunter, so watch your step and slowly advance.

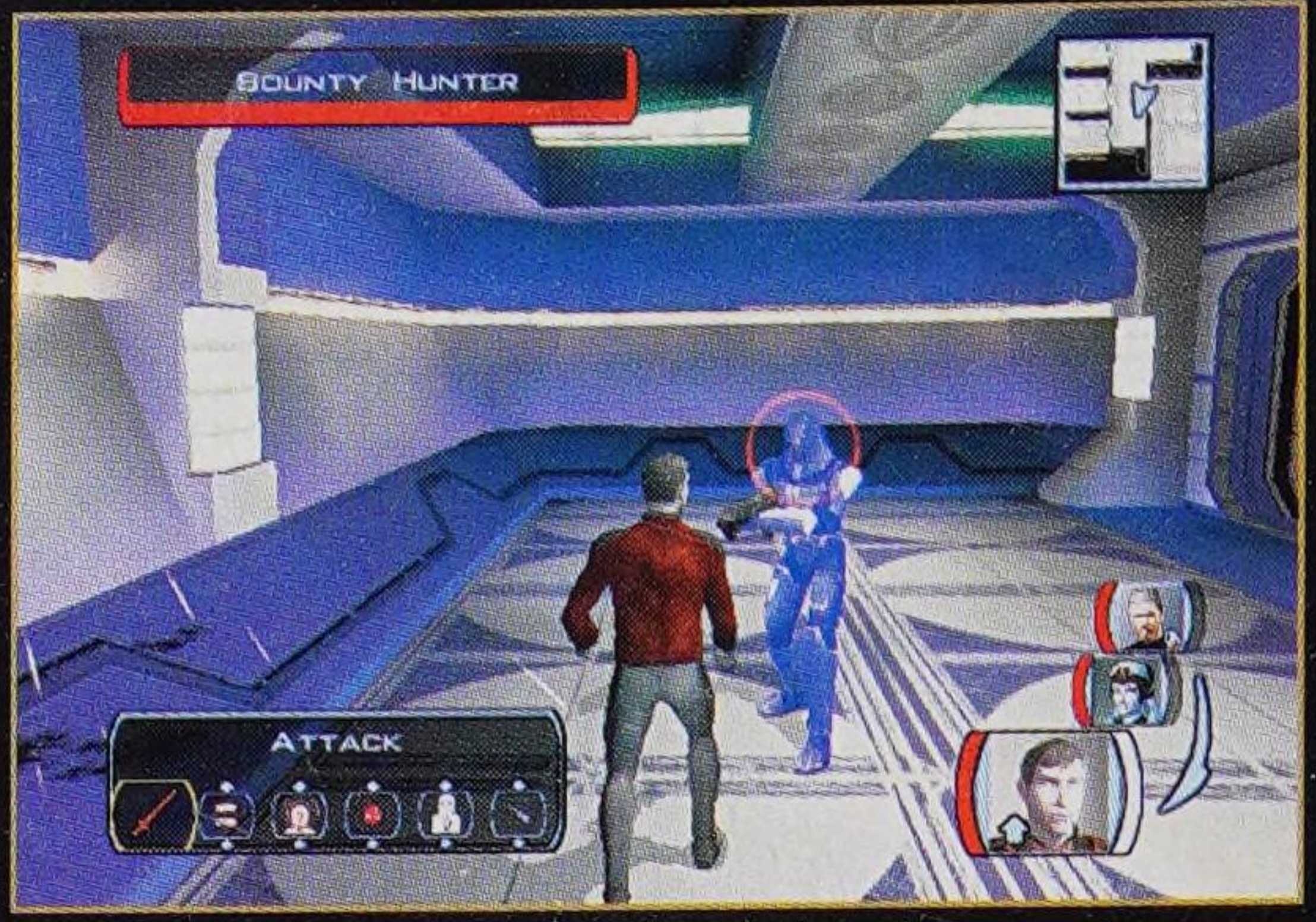
GUARD
ATTACK

Davik's Rodian guard makes a disastrous career choice.

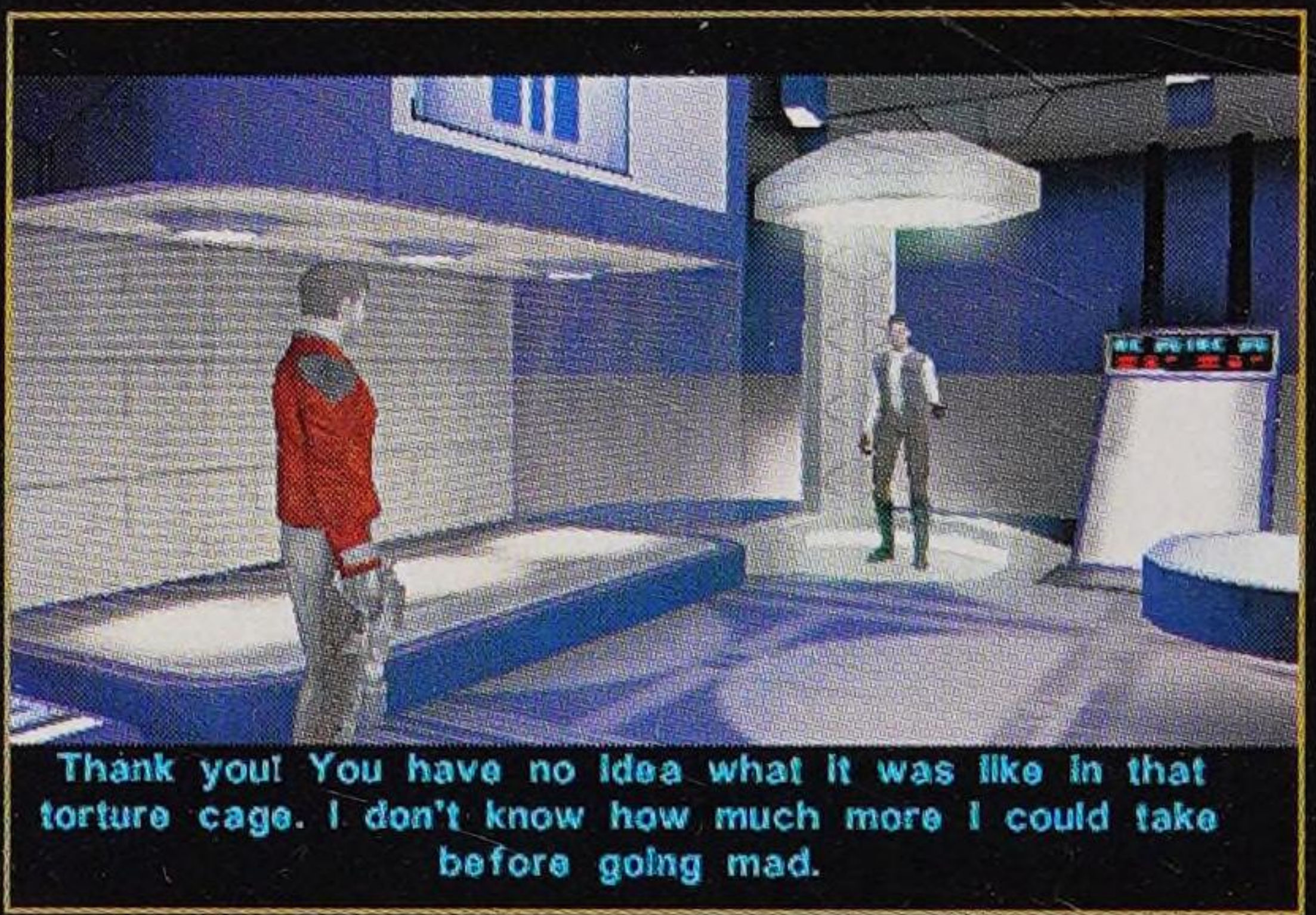


How dare you invade my chambers! How rude! I am a personal guest of Davik himself! I left specific instructions that you guards were not to disturb me until morning!

Neutralize this Taris nobleman.



The most vital room is the torture chamber (Waypoint BB), where you find Hudrow, the pilot of the *Ebon Hawk*. He has the ignition passcodes to the *Ebon Hawk*. Appropriate them after destroying the two torture droids. When you have the codes, move to the Starport (Waypoint CC).



Thank you! You have no idea what it was like in that torture cage. I don't know how much more I could take before going mad.

Davik blocks the path between you and an exit off this world; he is incensed that you outstayed your welcome. He summons the bounty hunter Calo Nord to finish you and your party. Nord is a hardy individual, well-known to Canderous, and battling him is foolhardy. Instead, train your fire onto Davik. Immediately after Davik falls, both masonry and Nord's own lunatic death-wish conspire to knock him to the ground—watch out for the thermal detonator that Nord threatens you with! Time to leave.

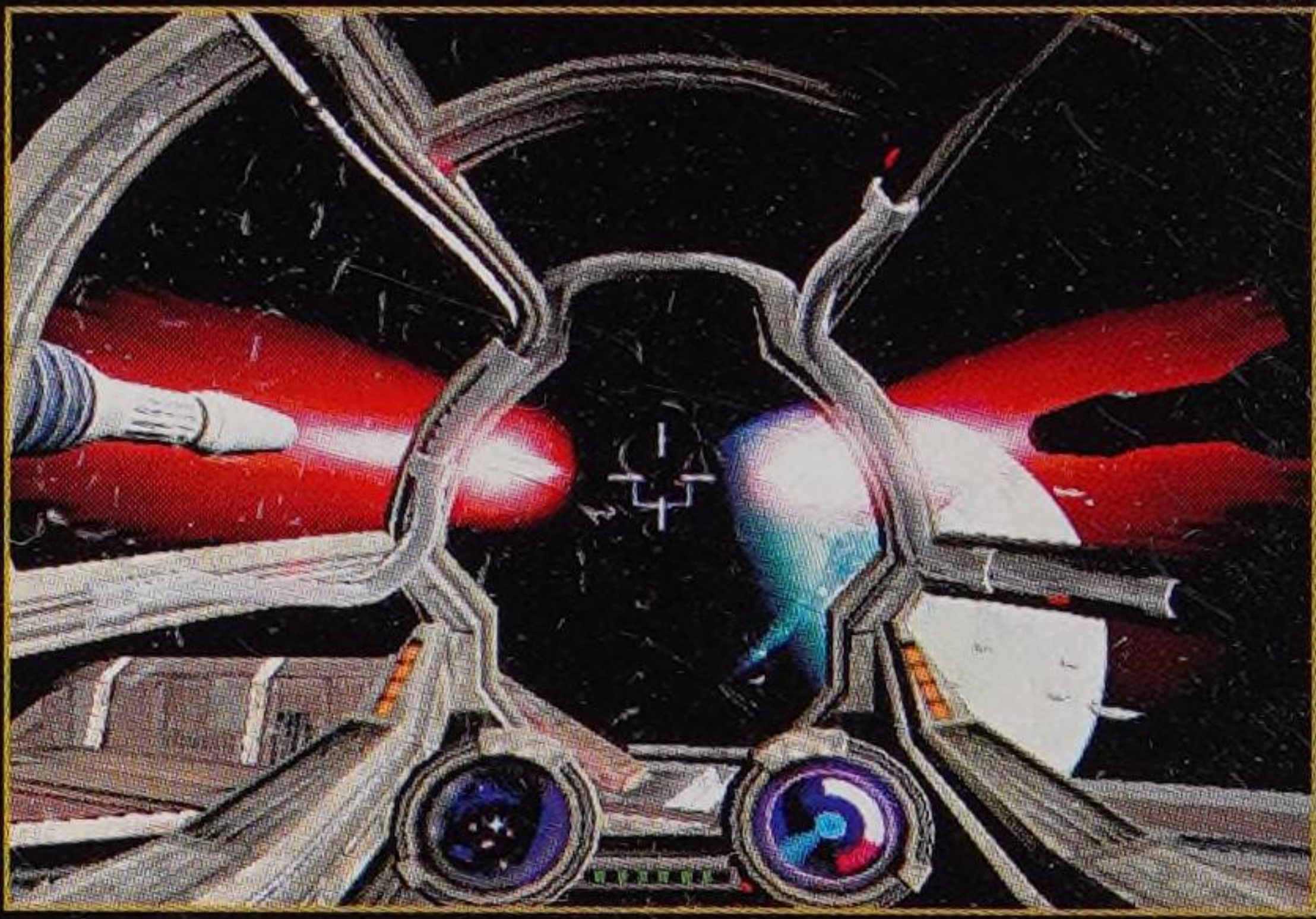
I'll take care of them, Davik. I've been looking forward to this for a long time!

Davik and Calo—partners in crime. Fry them!

NOTE

After you defeat Davik and enter the *Ebon Hawk*, "Escaping Taris" is complete.

Action 10: The *Ebon Hawk* Flies Free



After you defeat Davik and Calo Nord, run onto the landing bay ramp and into the ship. Your cohorts power up the ship and fly out of Davik's hangar as Taris is destroyed behind you. You're positioned in the central gun turret atop the ship. After you escape the planet's gravitational pull, six Sith fighters engage. Target each one and fire at them; they swing around to attack and utilize your turret's radar to accurately predict the flight patterns of the ships. Fire ahead of their trajectory to ensure a hit, and take care of them as Bastila punches in the hyperspace coordinates. Next stop, Dantooine!

Dantooine

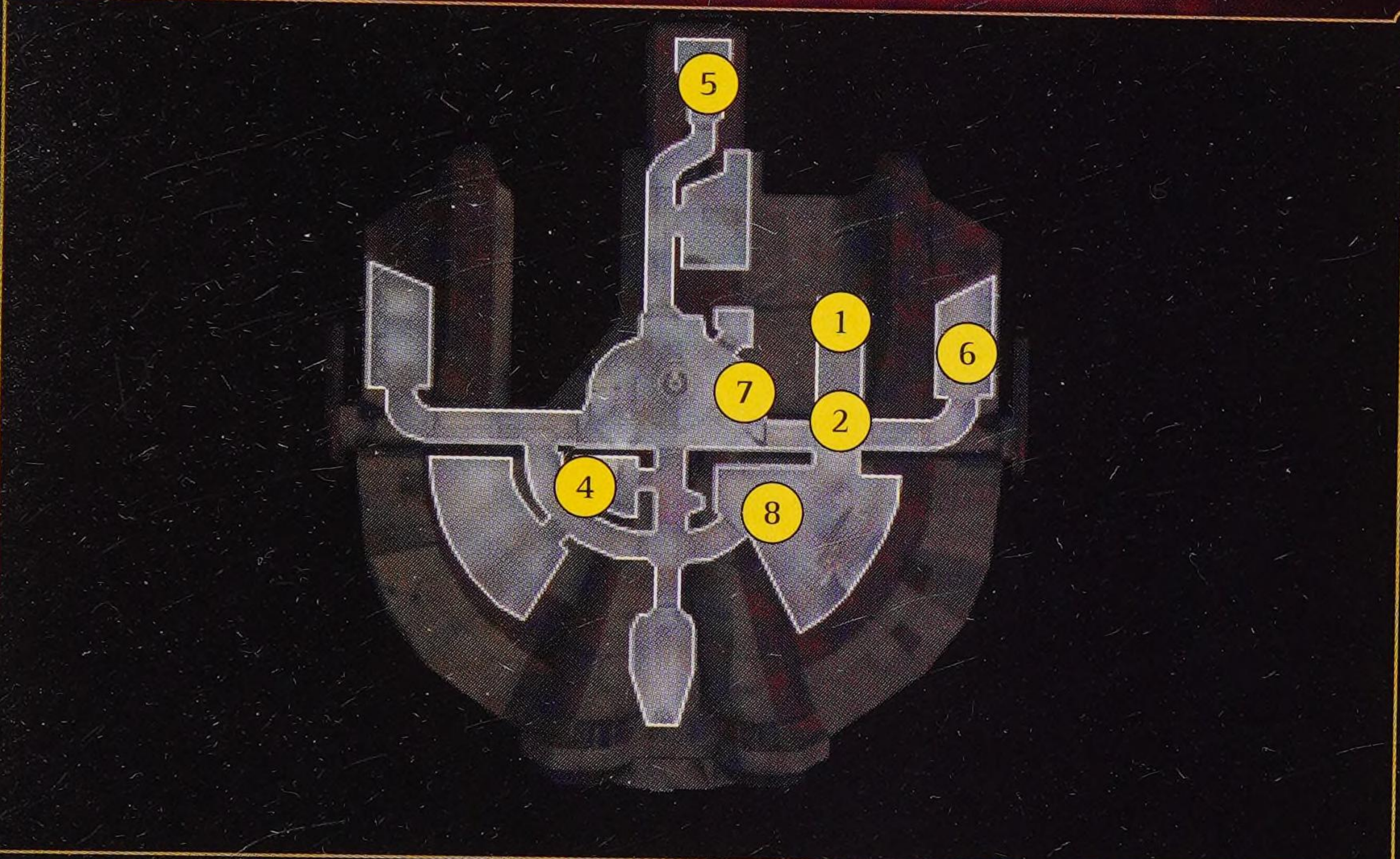
Mission Overview

After making your harrowing escape from Taris, you proceed to Dantooine, a small, secluded planet where the wealthy nobility have built private estates to escape the crush of humanity on the core worlds. Dantooine's seclusion and solitude prompted the Jedi to establish a training compound on the planet, although the facility is relatively new and sparsely populated. Carth is dubious about staying in one place for long, but Bastila assures him that Dantooine's remote location and abundance of Jedi—including several Masters of the Order—will keep all of you safe from Malak's clutches.

Bastila and the Masters soon determine that you are strong in the Force, and decide to train you in the ways of the Jedi. And once you become a Padawan, the adventure truly begins....

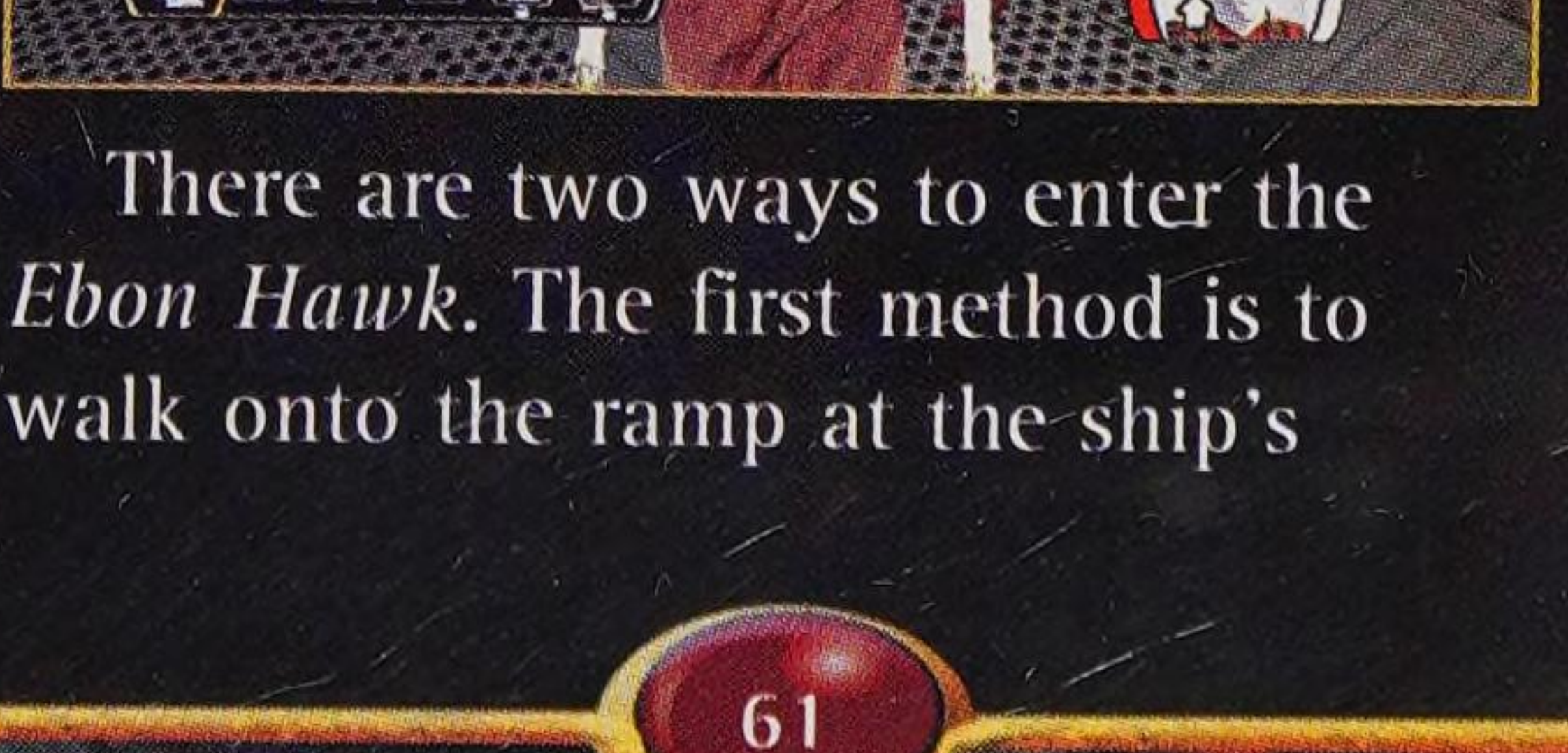
Area Overview 1: *Ebon Hawk*

Ebon Hawk



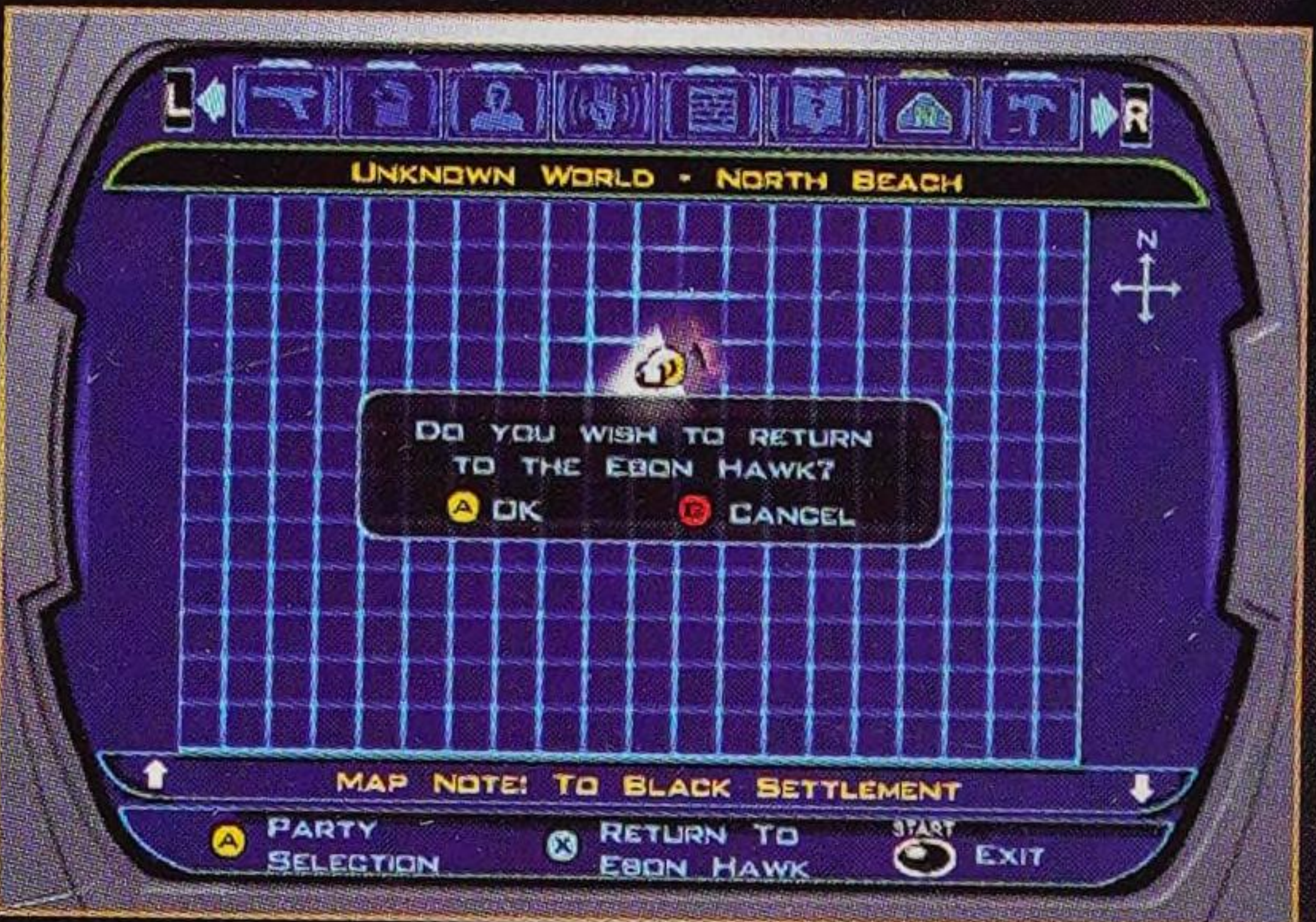
The *Ebon Hawk* serves you well throughout your adventure. It transports you between planets, serves as a "holding area" for party members that aren't currently adventuring with you, acts as storage for extra items you don't currently need or want in your inventory, allows you to heal any damage, and even works as a "garage" for your swoop bike.

Visit the *Ebon Hawk* to heal your wounds (and the injuries of other party members), or head for your swoop bike (Waypoint 8) with any armor or engine enhancements you've found in your explorations.



There are two ways to enter the *Ebon Hawk*. The first method is to walk onto the ramp at the ship's front (Waypoint 1). You appear in the entrance of the *Ebon Hawk* (Waypoint 2), while the other party members appear at their usual stations.

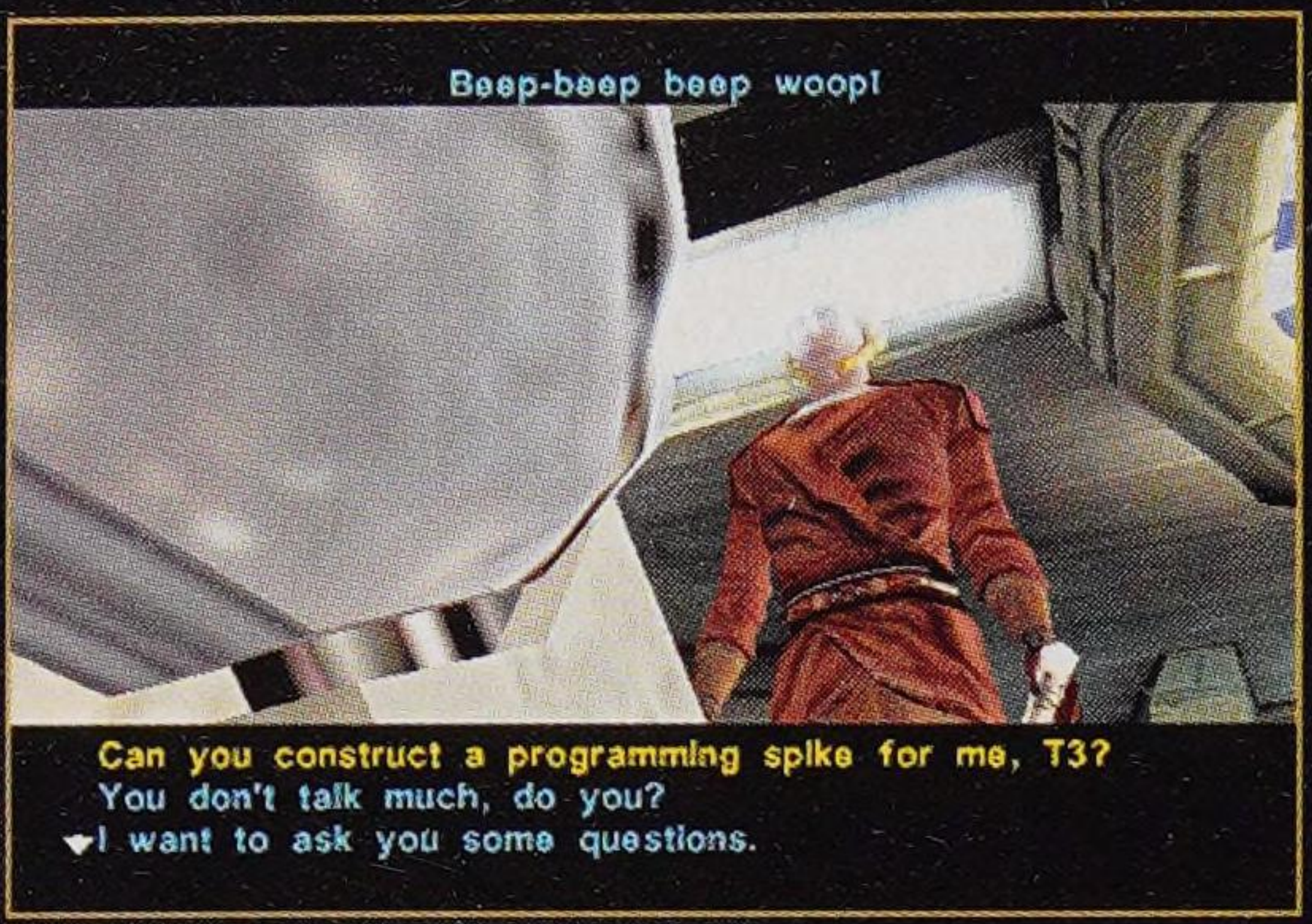
The second boarding method is to call up the map (press START to pause the game, then use L and R to highlight the Map screen) and press X to automatically return to the *Ebon Hawk*. This method works only in nonaction areas. You appear in the landing zone of the planet, just outside the *Ebon Hawk* (Waypoint 2), while the other party members appear at their stations.



DO YOU WISH TO RETURN TO THE EBON HAWK?

To leave the *Ebon Hawk*, walk to the entrance (Waypoint 2) and click on the ramp to descend. The Party Management screen appears; choose which party members to take with you.

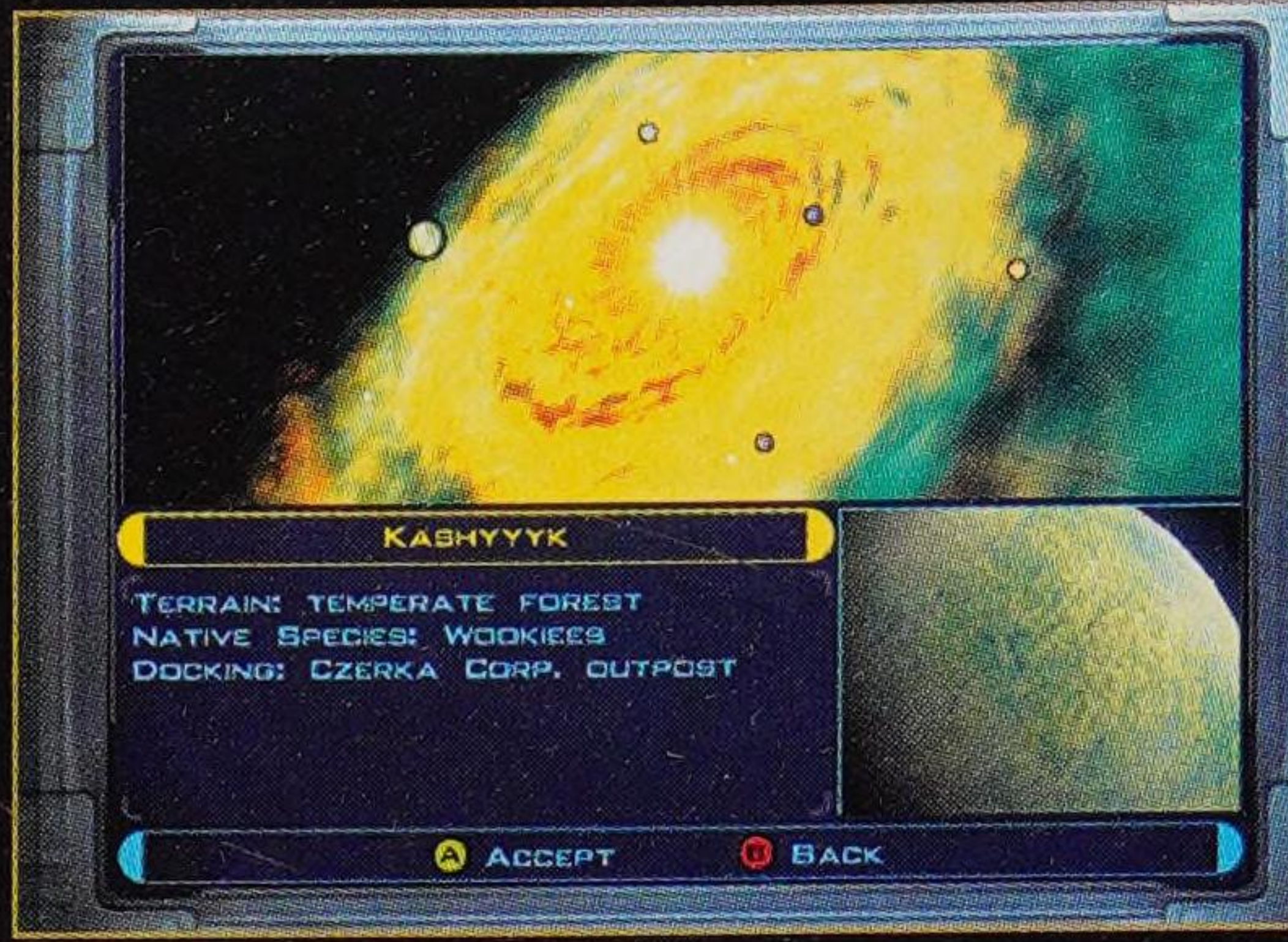
Each of the nine potential party members stands in a different part of the *Ebon Hawk*, and many of them make use of their "down time" by constructing items for you. Here's where to find the more productive members of your party.



Beep-beep beep woop!

Can you construct a programming spike for me, T3?
You don't talk much, do you?
I want to ask you some questions.

- T3-M4 (Waypoint 3) can construct a spike if you ask for one. T3-M4 won't create a stockpile of spikes, however. You have to take the completed spike, then ask T3-M4 to build another.
- Jolee (Waypoint 4) can construct a medpac if you ask for one. Jolee won't build a stockpile of medpacs; you have to take the completed medpac before asking for another.
- Bastila (Waypoint 5) will share her vision for whatever planet the *Ebon Hawk* is currently on.
- Mission (Waypoint 6) can construct a security spike if you ask for one. She won't stockpile spikes. Mission also likes to play Pazaak, and you can play and practice against her.
- Zaalbar (Waypoint 7) can construct a grenade if you ask for one, and he whips it up immediately instead of making you wait for it.
- Canderous (Waypoint 8) can supply you with an adrenal stimulant upon request.
- HK-47 (Waypoint 8) runs a fighter simulation, allowing you to practice your gunnery skills.



KASHYYYK

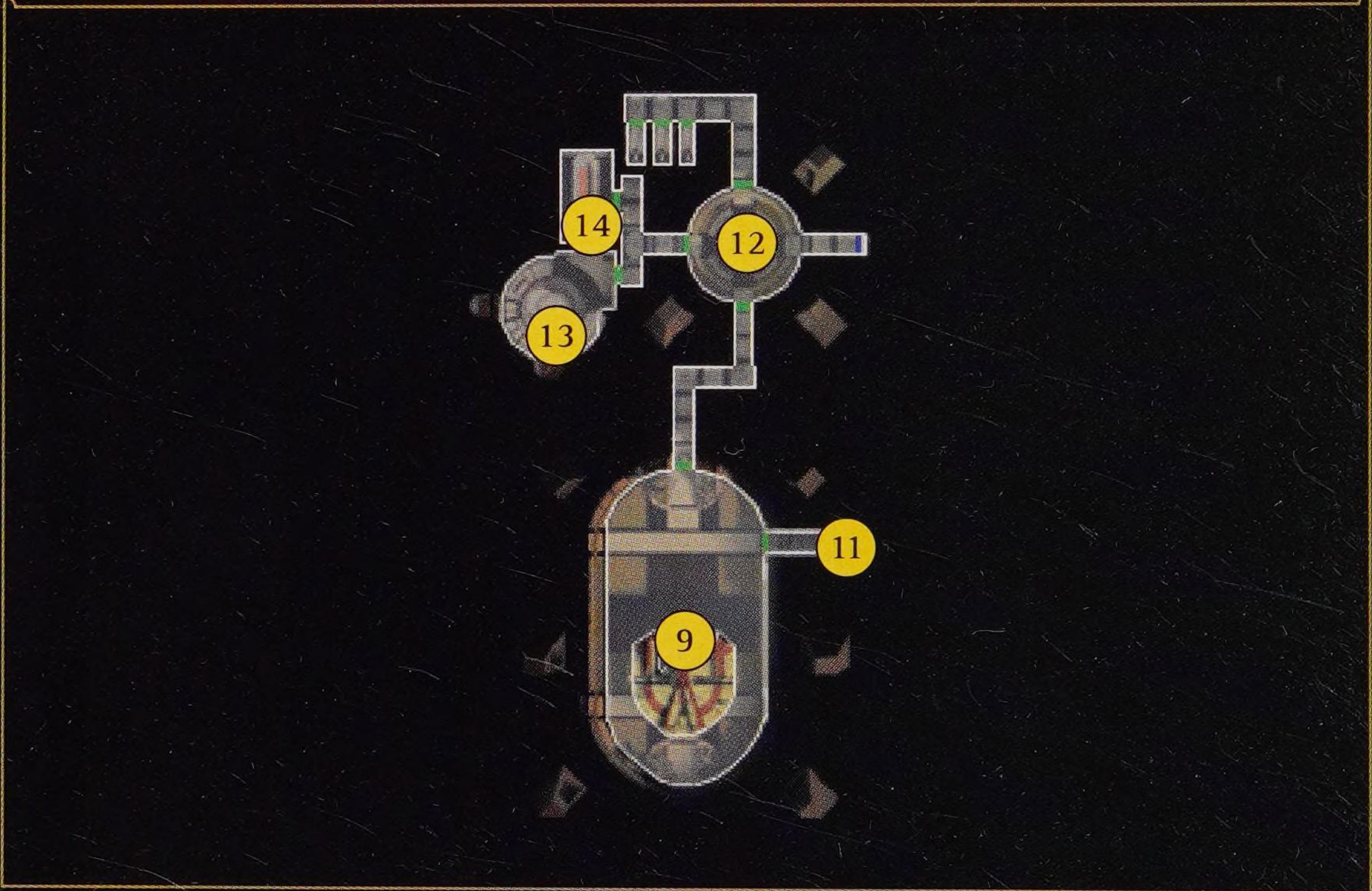
TERRAIN: TEMPERATE FOREST
NATIVE SPECIES: WOOKIEES
DOCKING: CZERKA CORP. OUTPOST

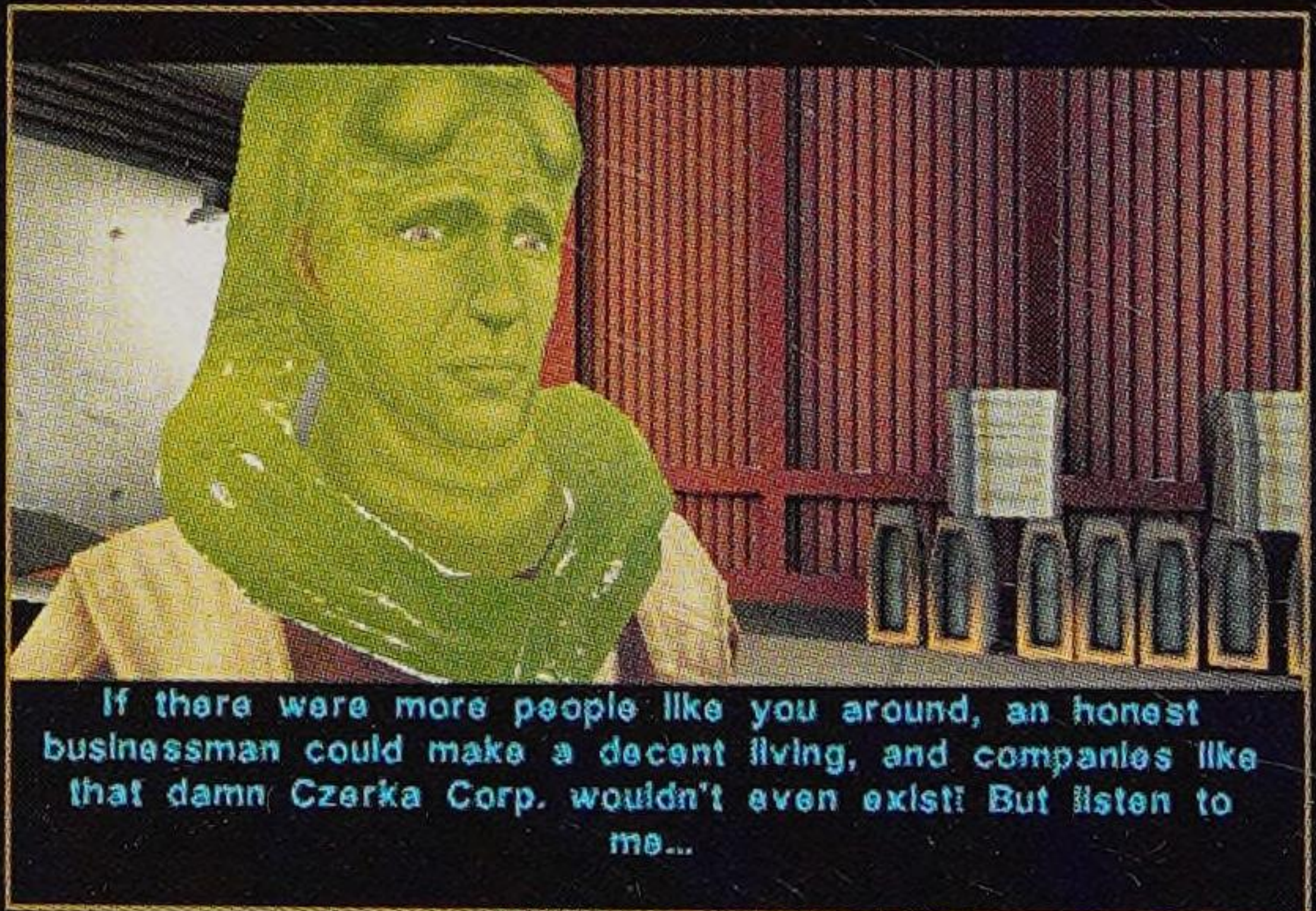
To travel from one planet to another after you've acquired a certain item, enter the cockpit (Waypoint 5) and use the galaxy map to make it appear. Choose a planet and press Ⓐ to travel there. During your journey, there's a 50 percent chance you'll come under attack from enemy Sith fighters. If this happens, you must engage the fighters in battle. During the combat sequence, aim at the fighters with Ⓛ and press Ⓐ to fire.

There are a number of sidequests specific to the *Ebon Hawk*, which are detailed at the beginning of this walkthrough.

Area Overview 2: Jedi Enclave

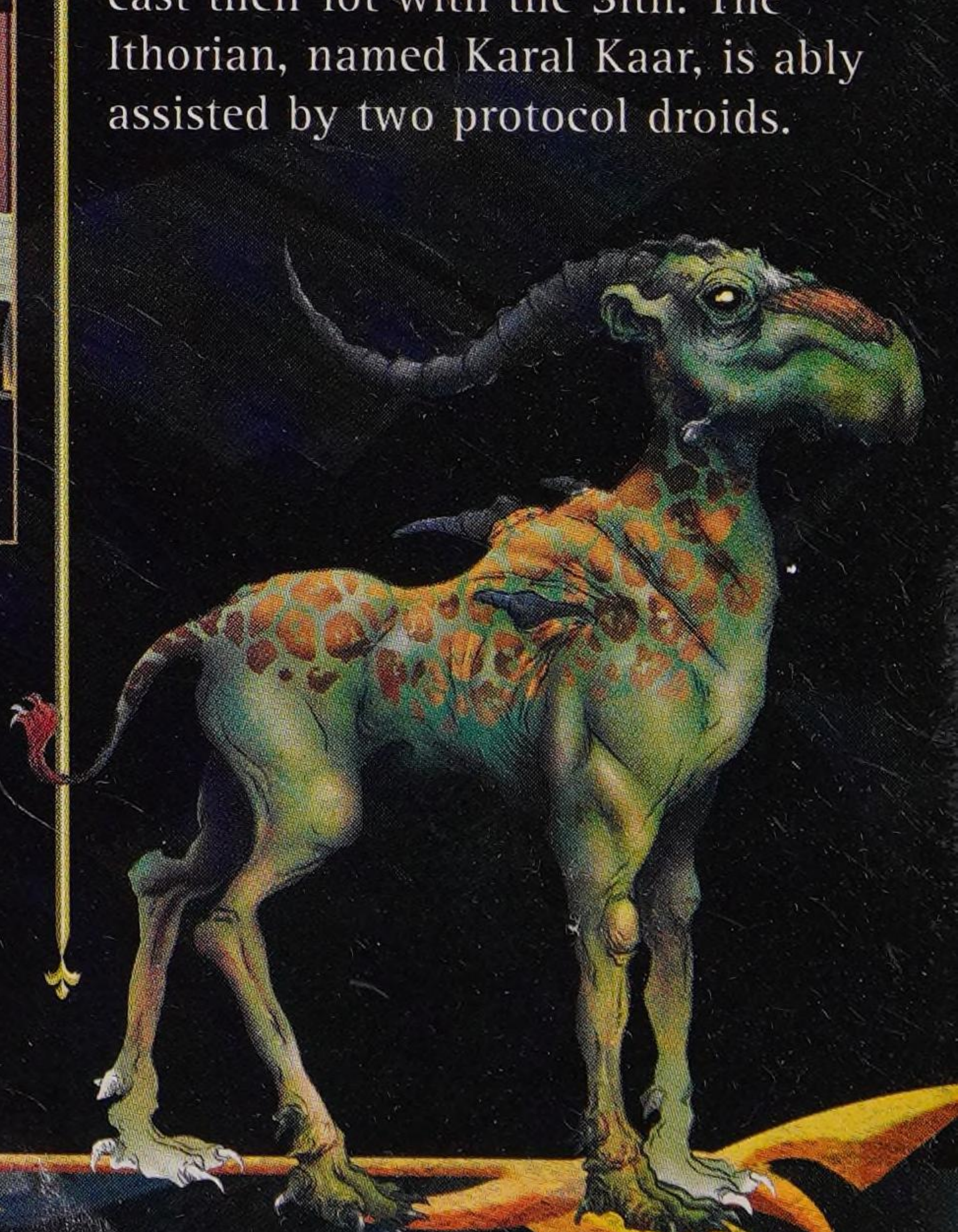
Jedi Enclave



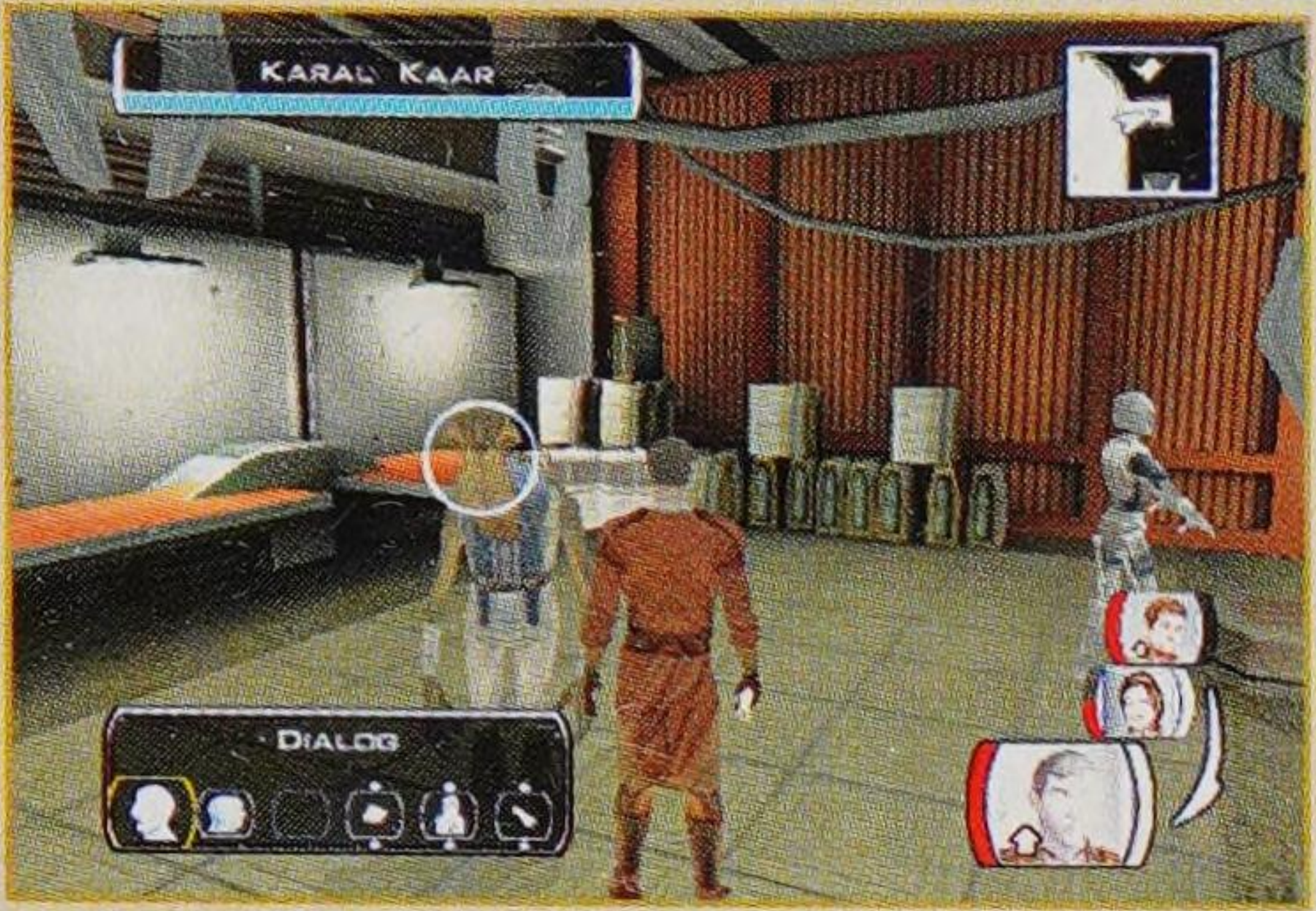


If there were more people like you around, an honest businessman could make a decent living, and companies like that damn Czerka Corp. wouldn't even exist! But listen to me...

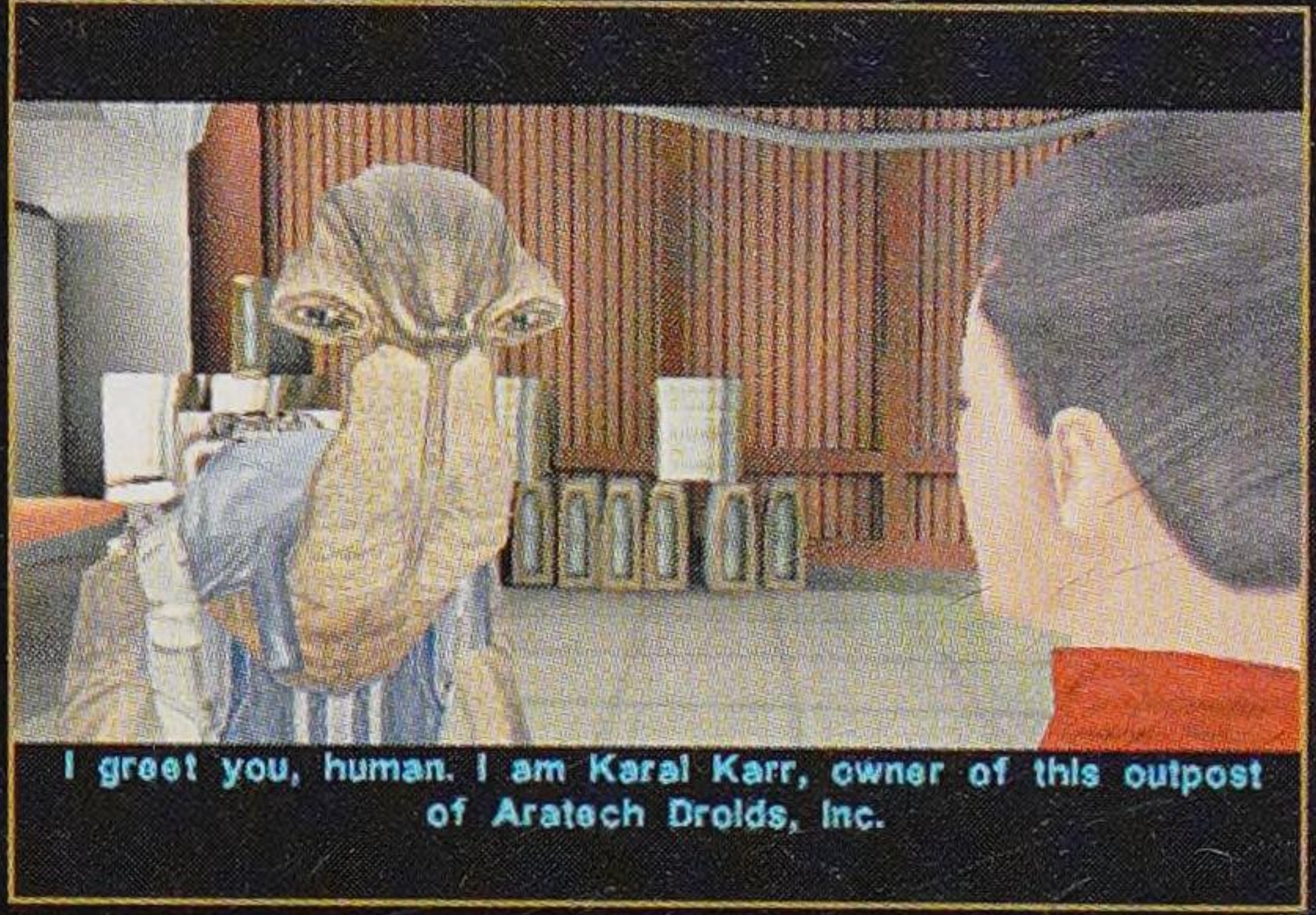
Jedi wander near the *Ebon Hawk*'s landing pad (Waypoint 9), but neither says anything profound. Visit the shop that has two merchants inside. Crattis Yurkal is always talking about the evils of the Czerka company and how they've cast their lot with the Sith. The Ithorian, named Karal Kaar, is ably assisted by two protocol droids.



KARAL KAAR AND CRATTIS YURKAL: GENERAL STORE

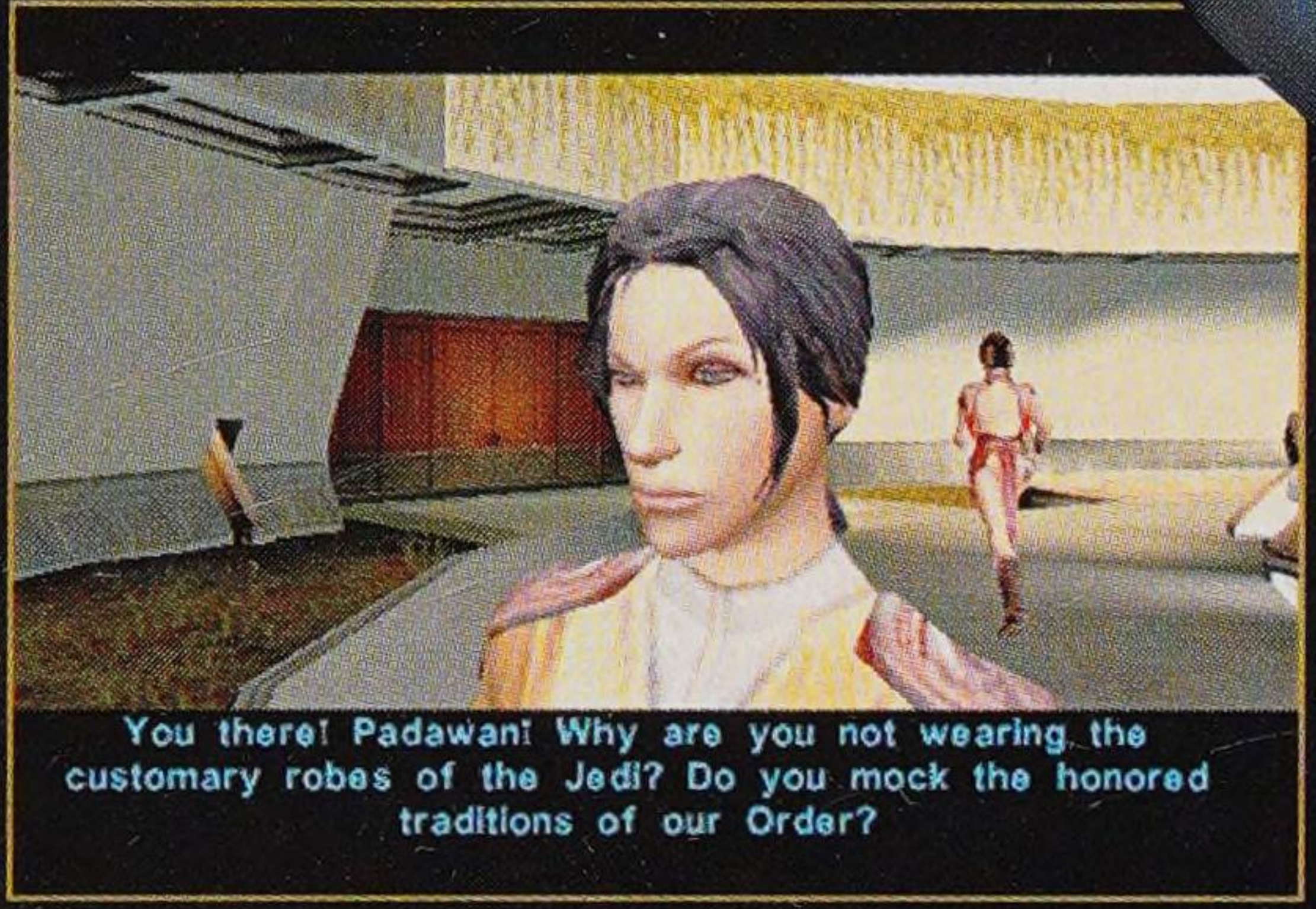


Item (number available)	Cost (Credits)
Advanced medpac (5)	80
Advanced repair kit (5)	50
Antidote kit (5)	49
Repair kit (∞)	25
Droid heavy plating Type 1	1,250
Droid medium plating Type 1	500
Droid light plating Type 3	250
Droid light plating Type 2	150
Droid light plating Type 1 (2)	75
Basic targeting computer	500
Sensor probe	500
Computer probe	500
Security interface tool	500
Environment shield Level 1	2,800
Energy shield Level 1	1,400
Oil slick	1,500
Stun ray	700
Shield disruptor	700
Medpac (∞)	40
Military suit (2)	150
Heavy combat suit (2)	100
Combat suit (2)	50
Battle armor	400
Light battle armor	250
Interface band	1,000
Stealth field reinforcement	800
Breath mask	100
Aural amplifier	50
Arkanian energy shield	700
Energy shield (4)	140
Retinal combat implant	750
Adrenal alacrity (5)	50
Adrenal stamina (5)	50
Adrenal strength (5)	50



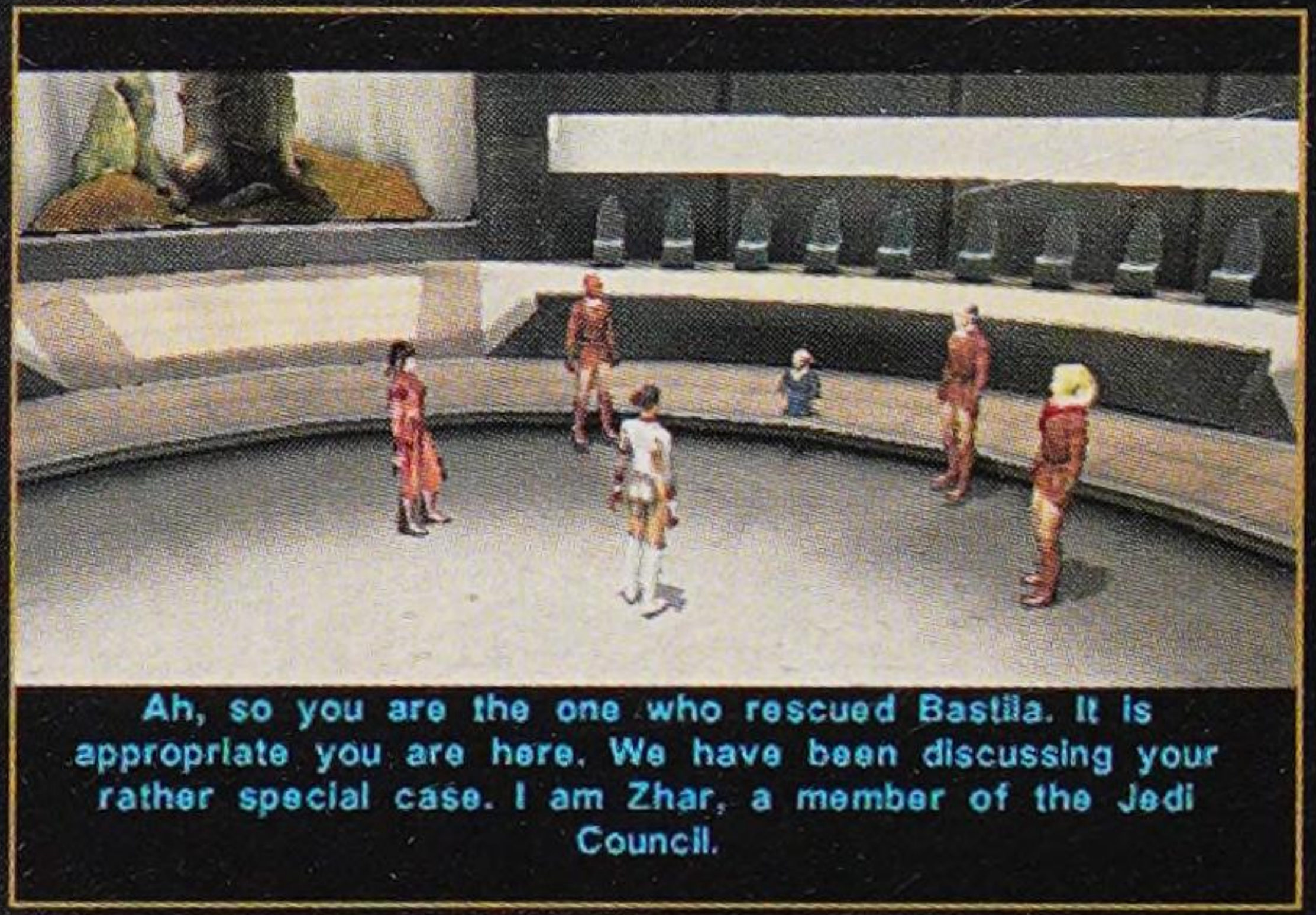
I greet you, human. I am Karal Karr, owner of this outpost of Aratech Droids, Inc.

At the north side of the enclave is a courtyard (Waypoint 12) with paths leading north, south, east, and west. The courtyard is populated by a few Jedi and by Belaya, who comments on your progress as you learn the ways of the Force. (She's a friend of Juhani, whom you'll meet later, and she leaves the courtyard forever if Juhani meets an untimely end.) The courtyard is also a potential hangout for Shen and Rahasia (if they fled together), and Elise and Samnt (if C8-42 was destroyed); learn more on those duos in their respective sidequests.



You there! Padawan! Why are you not wearing the customary robes of the Jedi? Do you mock the honored traditions of our Order?

The Jedi Council Chamber (Waypoint 13) is an elaborate room where the Jedi Masters meet to discuss important matters—such as how to defeat the Sith. You visit the Chamber several times during your stay on Dantooine.

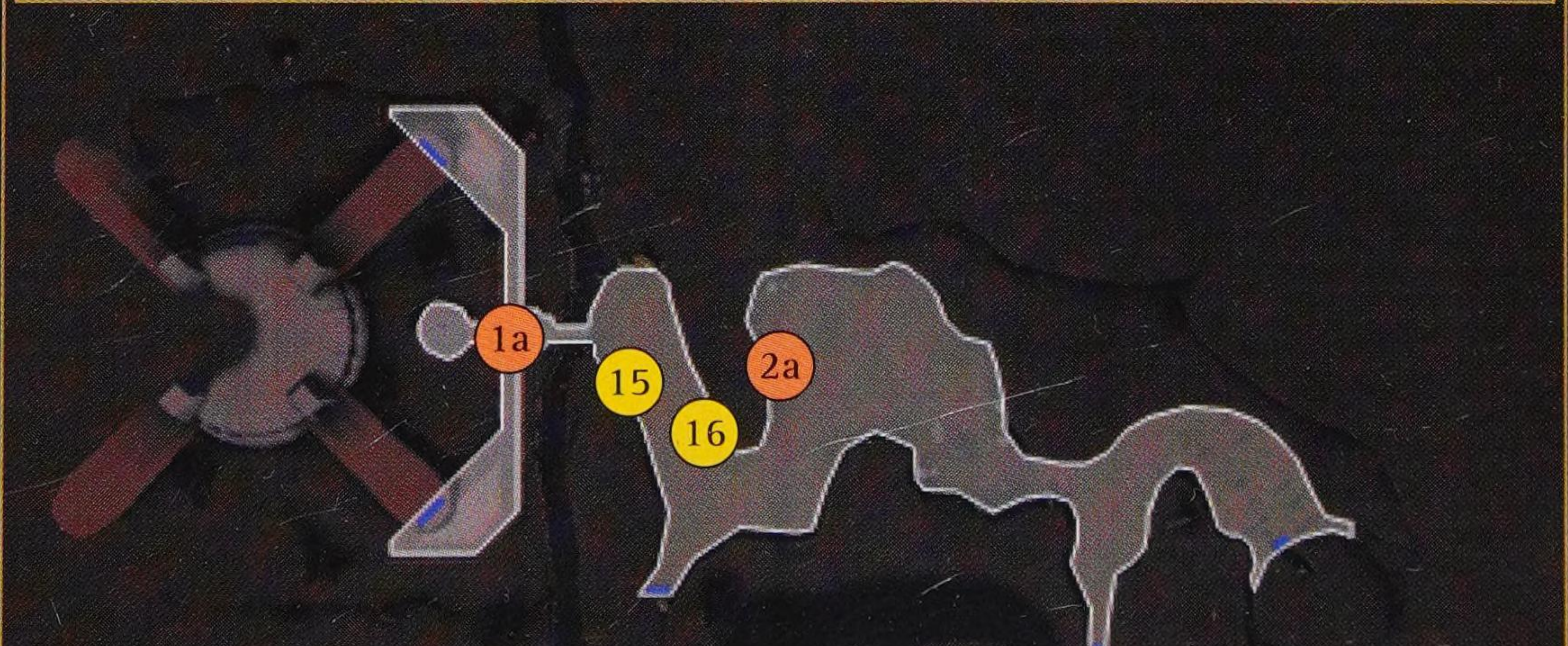


Ah, so you are the one who rescued Bastila. It is appropriate you are here. We have been discussing your rather special case. I am Zhar, a member of the Jedi Council.

The training room (Waypoint 14) is where Zhar Lestin, a Master of the Order, trains you in the ways of the Jedi. (Zhar doesn't appear in the training room until the Jedi Council approves you for training.) You must pass all three of Zhar's tests to become a Padawan.

Area Overview 3: Courtyard

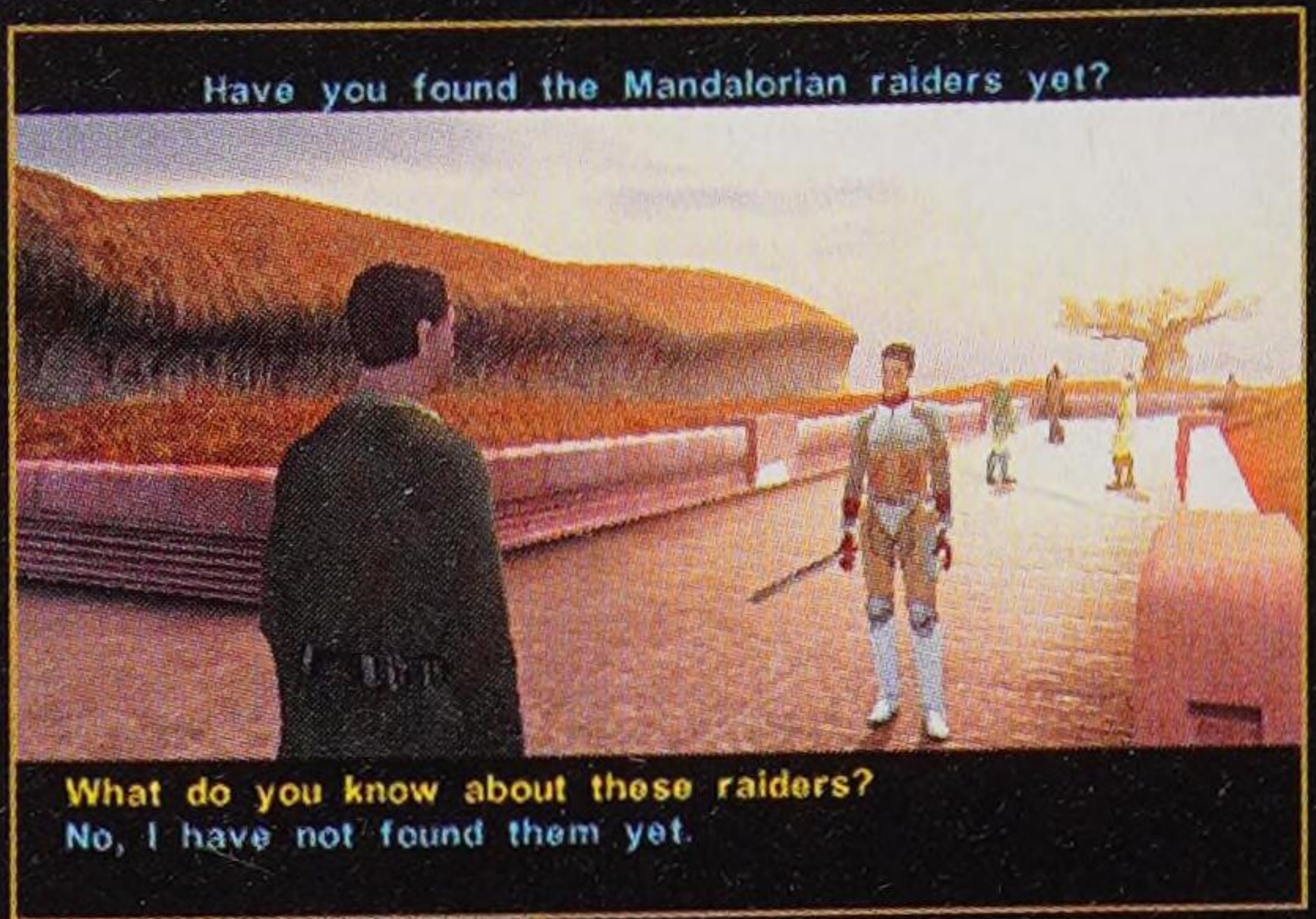
Courtyard



ADUM LARP: WEAPONRY

Adum Larp
Dialog

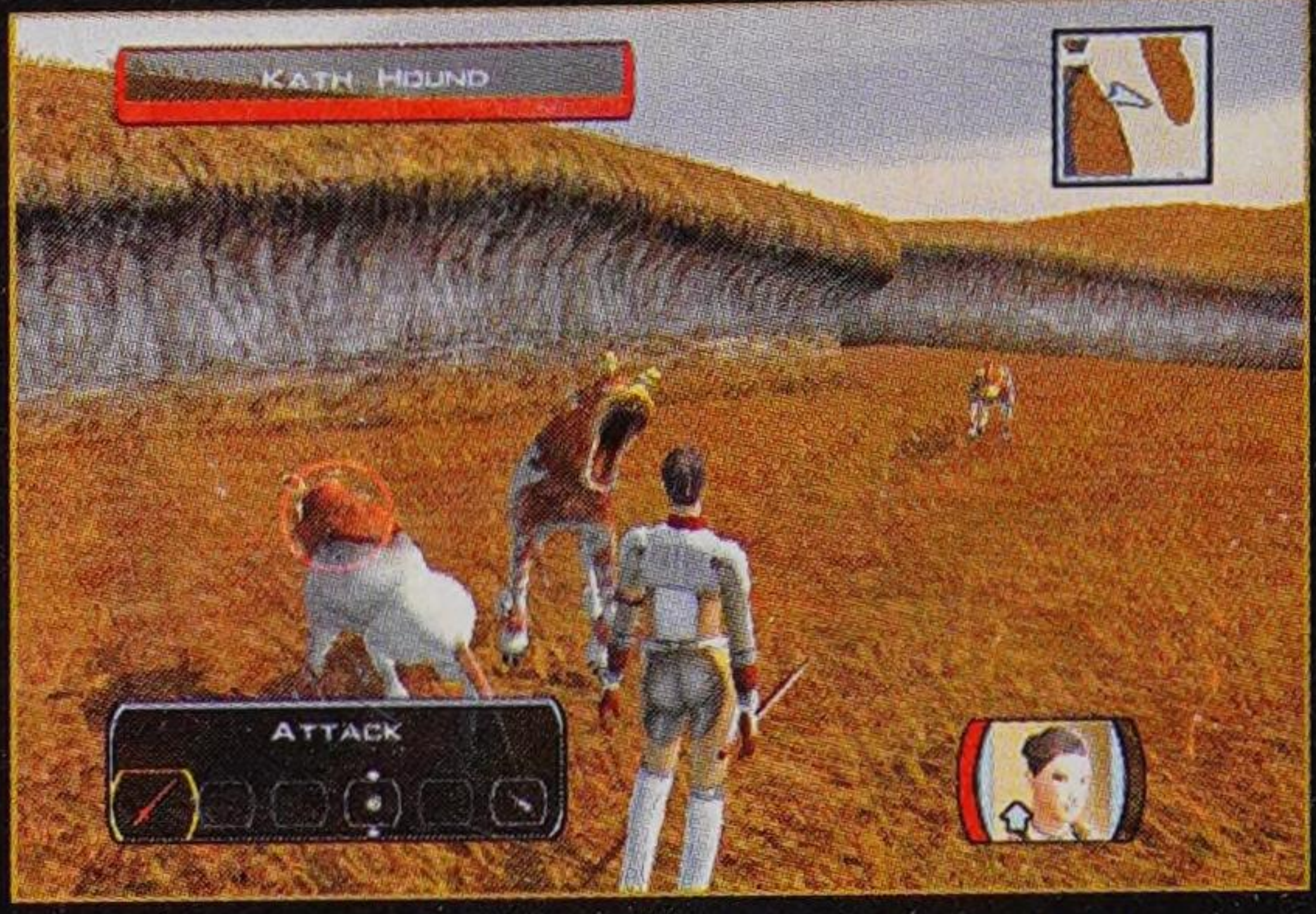
Item (number available)	Cost (Credits)
Stun baton (2)	30
Blaster pistol (5)	100
Light repeating blaster	500
Blaster rifle (5)	300
Adhesive grenade (5)	130
Sonic grenade (5)	130
Ion grenade (5)	130
Frag grenade (5)	80
Concussion grenade (5)	80
Minor flash mine (2)	100
Minor frag mine (2)	100
Minor gas mine (2)	100
Minor plasma mine (2)	100



Have you found the Mandalorian raiders yet?

What do you know about these raiders?
No, I have not found them yet.

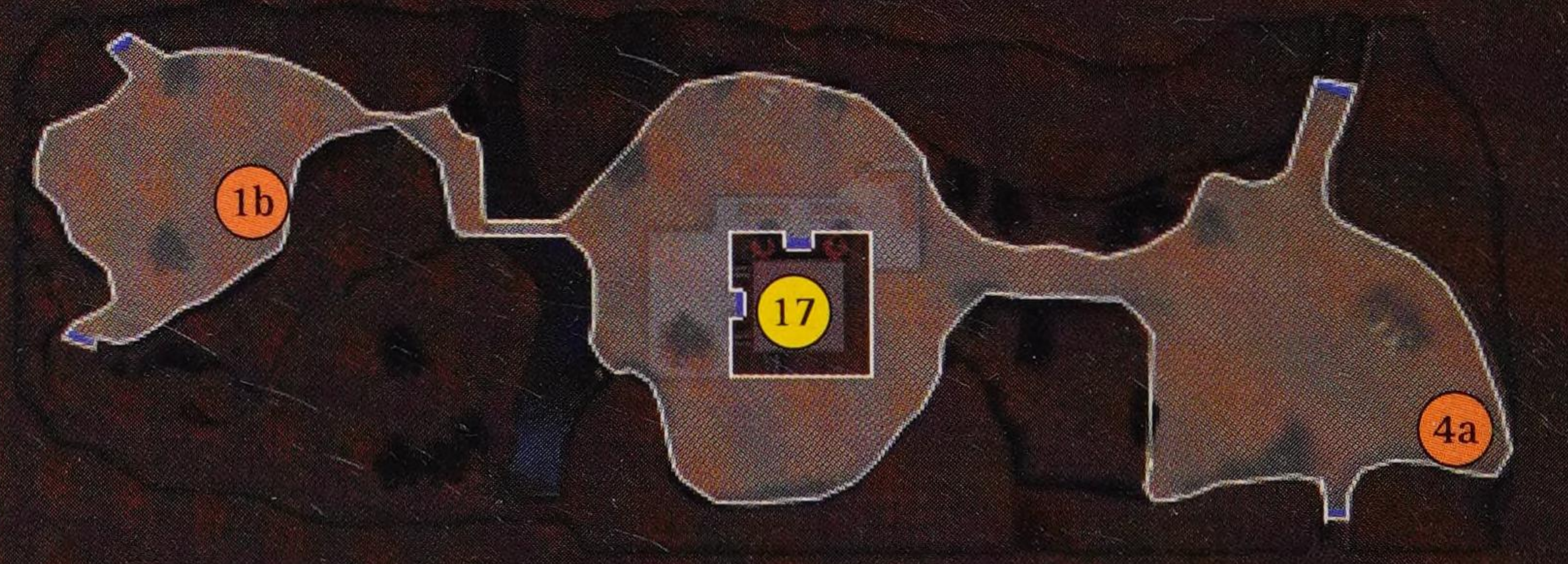
Among the denizens of the courtyard is a meditative man named Nemo and a married couple named Gar and Rilka, who tell you about the planet's Mandalorian problem. As you walk north, a man named Jon tries to involve you in a sidequest. A shifty weapon salesman named Adum Larp (Waypoint 15) is just outside the entrance to the courtyard, which is guarded by two heavy defense turrets. Elise, a sidequest-bearing woman, is near a landspeeder across from the entrance.

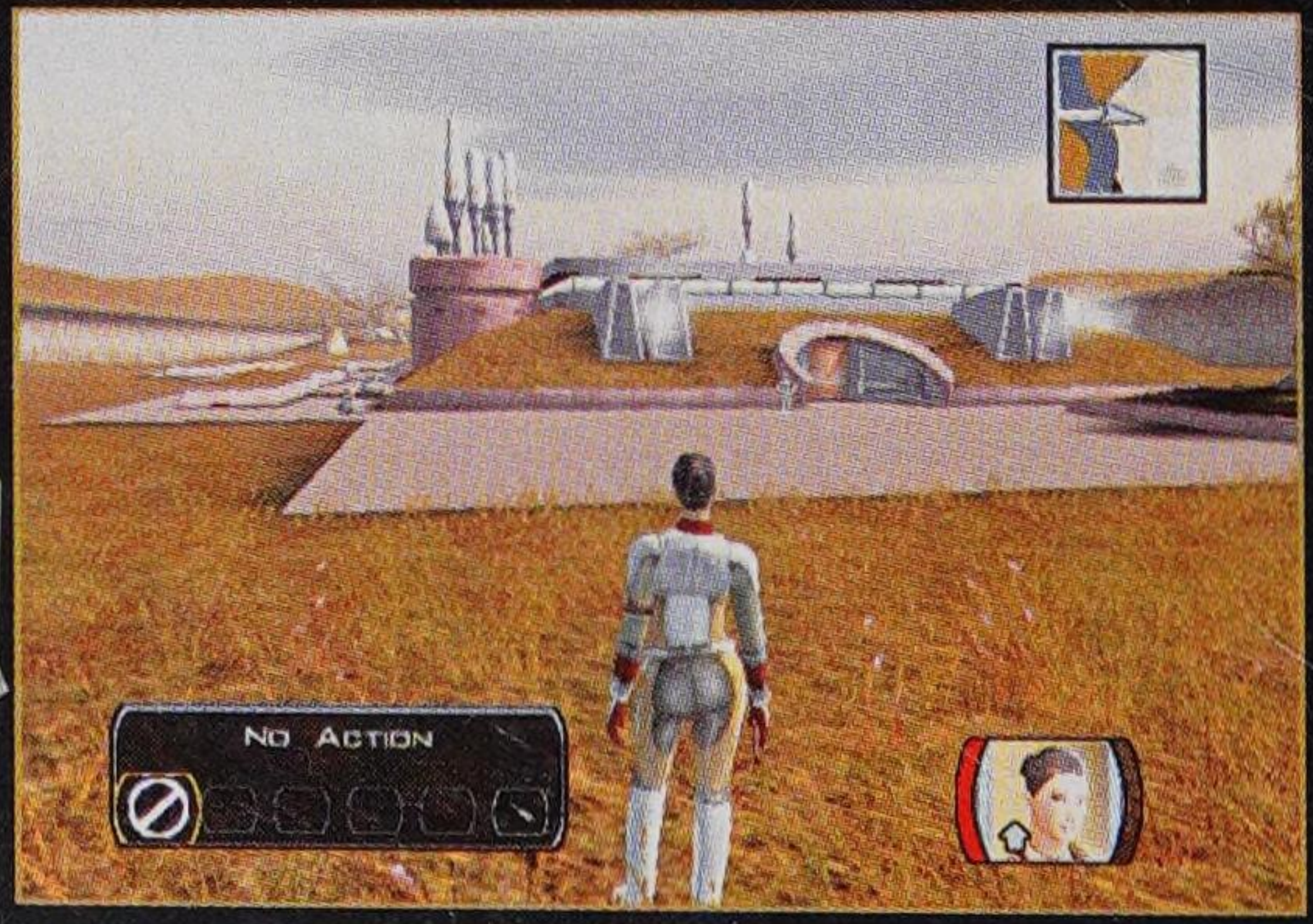


The courtyard, along with all the other exterior areas of Dantooine, is populated by aggressive monsters called kath hounds. You're attacked by a pack of hounds (Waypoint 16) as you walk south of the courtyard entrance, the first of many encounters. Take on each group of hounds carefully, slaying them to increase your experience levels.

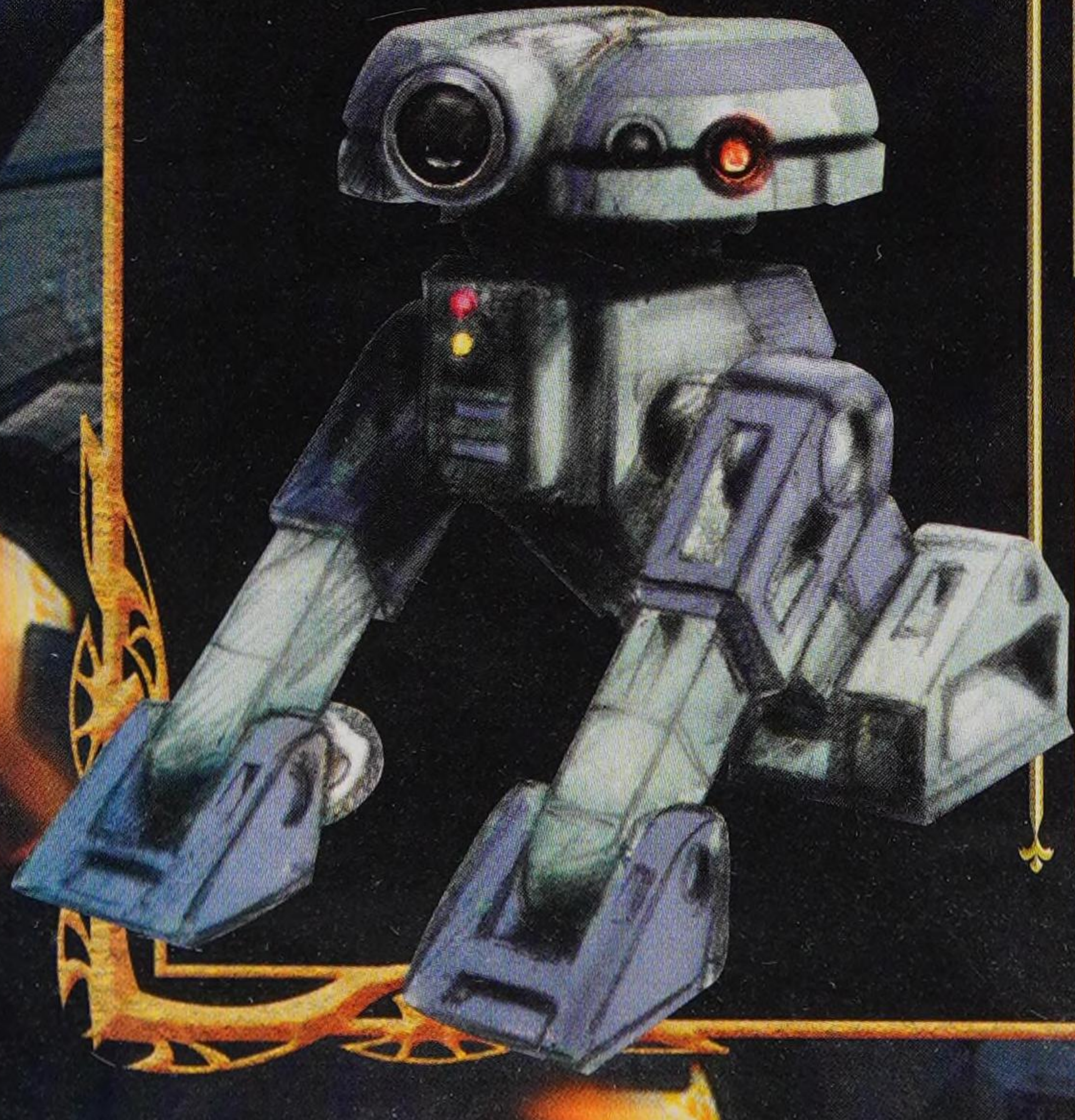
Area Overview 4: Matale Grounds

Matale Grounds



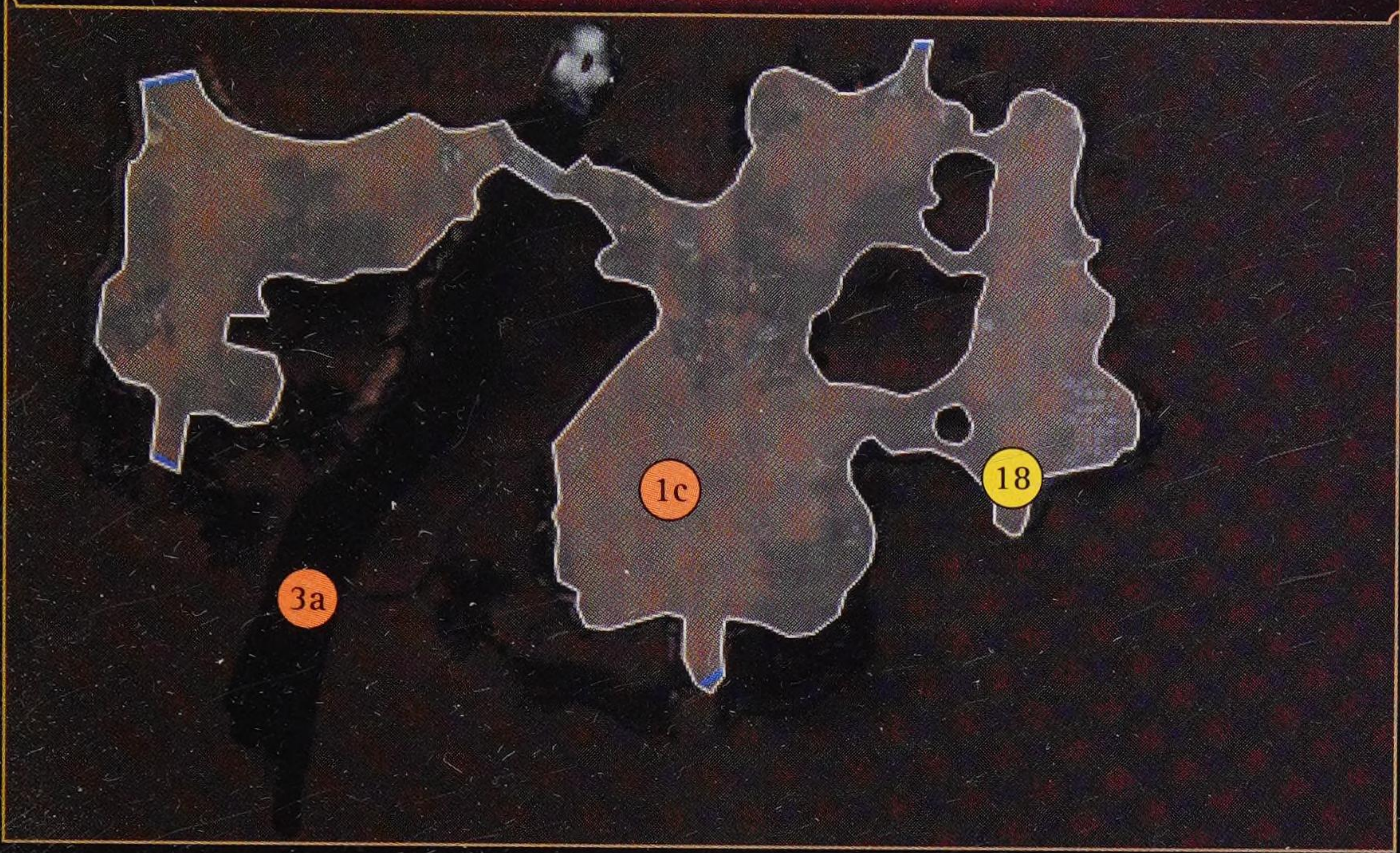


In the center of the grounds is the Matale Estate (Waypoint 17), which you can't enter until you become a Padawan and are given a specific sidequest. You encounter Mandalorian raiders on the west side of the grounds and find the body of an explorer on the east side, but only after activating a specific main quest.



Area Overview 5: Grove

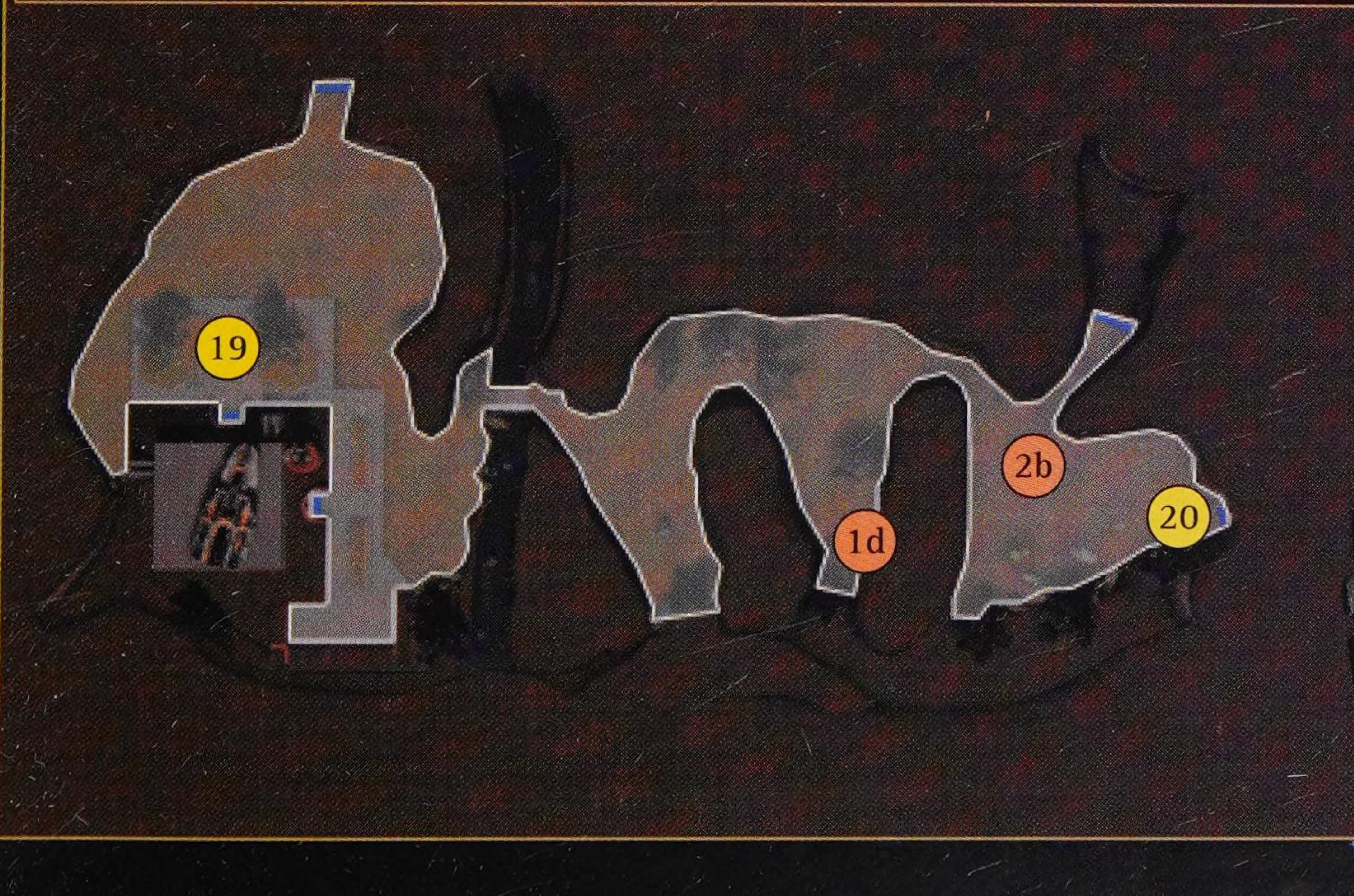
Grove

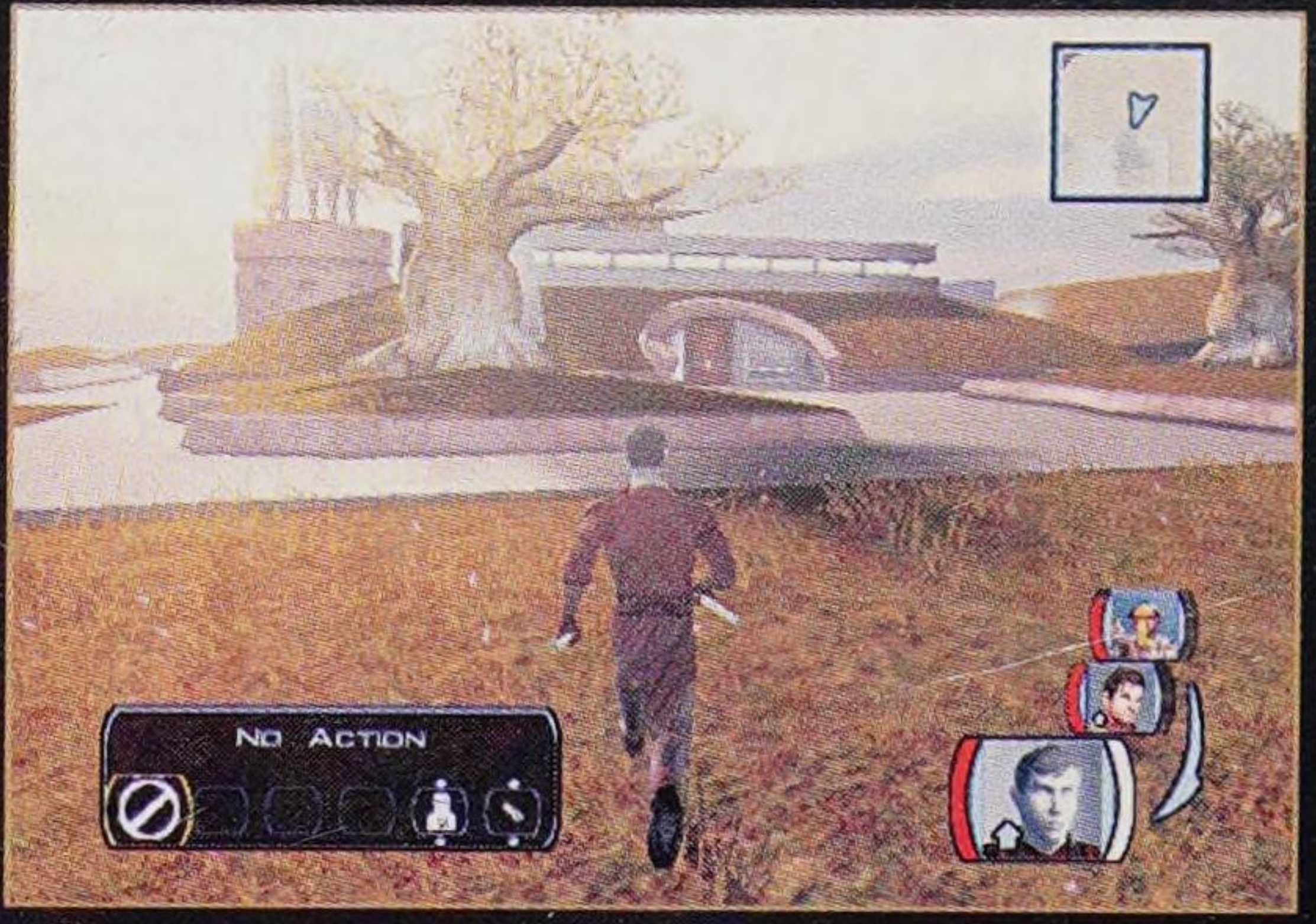


The grove's west side is home to a detailed sidequest; the grove's southern area contains more Mandalorians; and the grove's east side (Waypoint 18) contains an area of great evil—also the location of your final test!

Area Overview 6: Sandral Grounds

Sandral Grounds





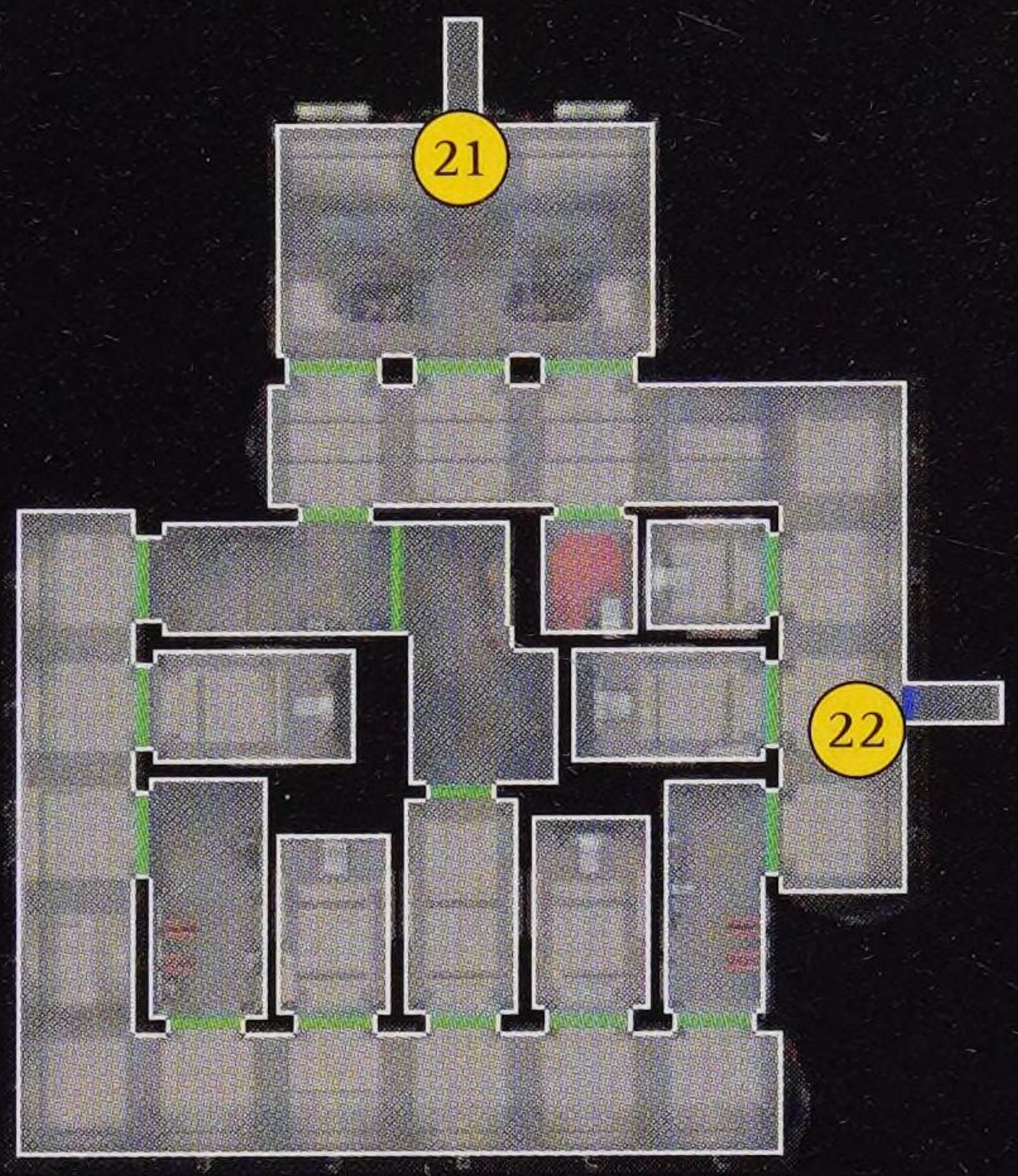
The Sandral Estate (Waypoint 19) dominates the area's west side. In the south-central area, you find a Mandalorian group. On the east side of the grounds, you meet a droid named C8-42 that is involved with a sidequest; you also find the entrance to the Crystal Cave (Waypoint 20).

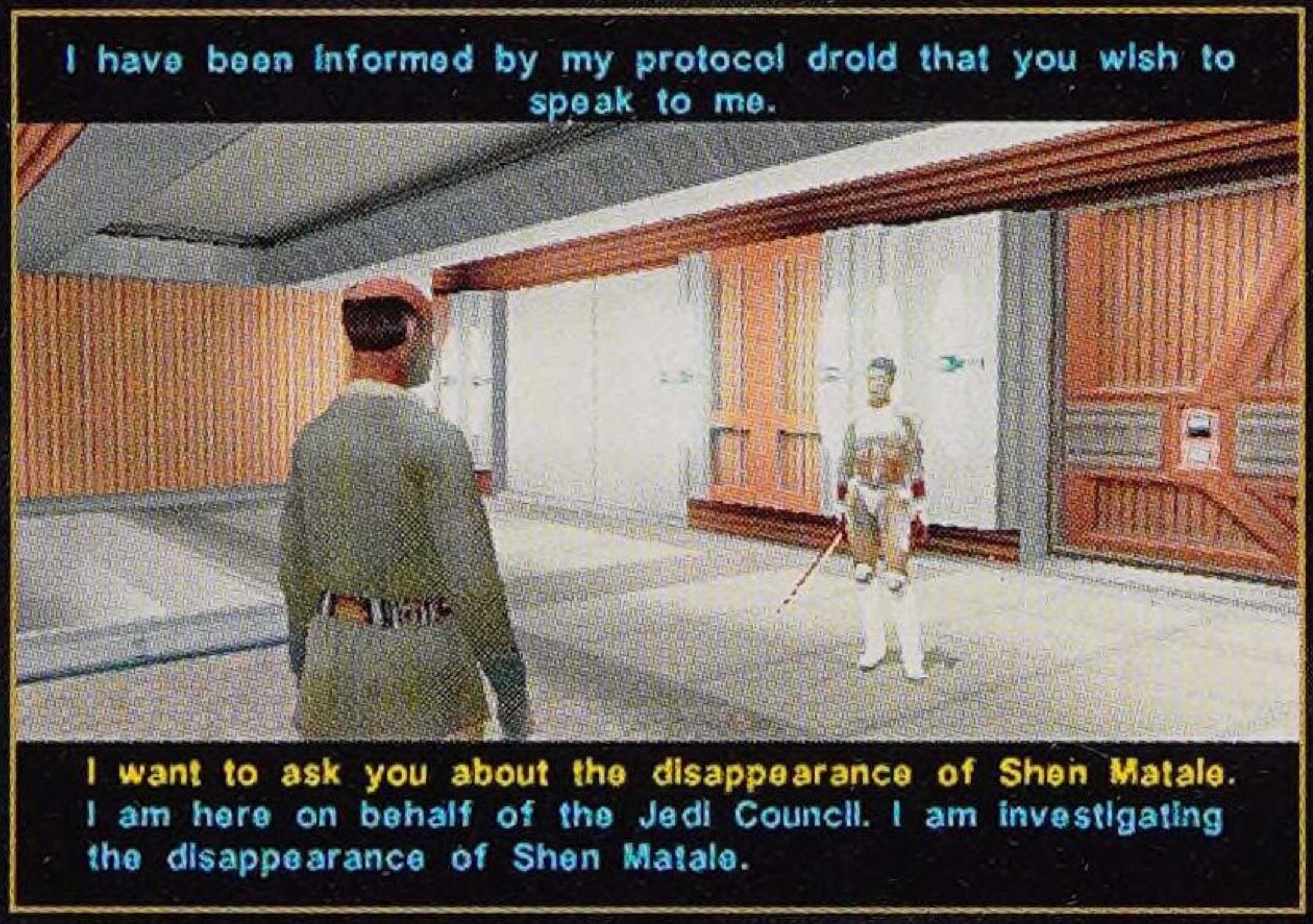
Kinrath Egg
Use

At the eastern end of the Crystal Cave are crystals of many different colors that can be used to modify a lightsaber. The crystals are guarded by powerful kinrath spiders, which attack anyone who invades their home. Don't enter the cave until you've considerably built up your strength. Bash the kinrath eggs to find additional crystals inside of them.

Area Overview 7: Sandral Estate

Sandral Estate





I have been informed by my protocol droid that you wish to speak to me.

I want to ask you about the disappearance of Shen Matale.
I am here on behalf of the Jedi Council. I am investigating the disappearance of Shen Matale.

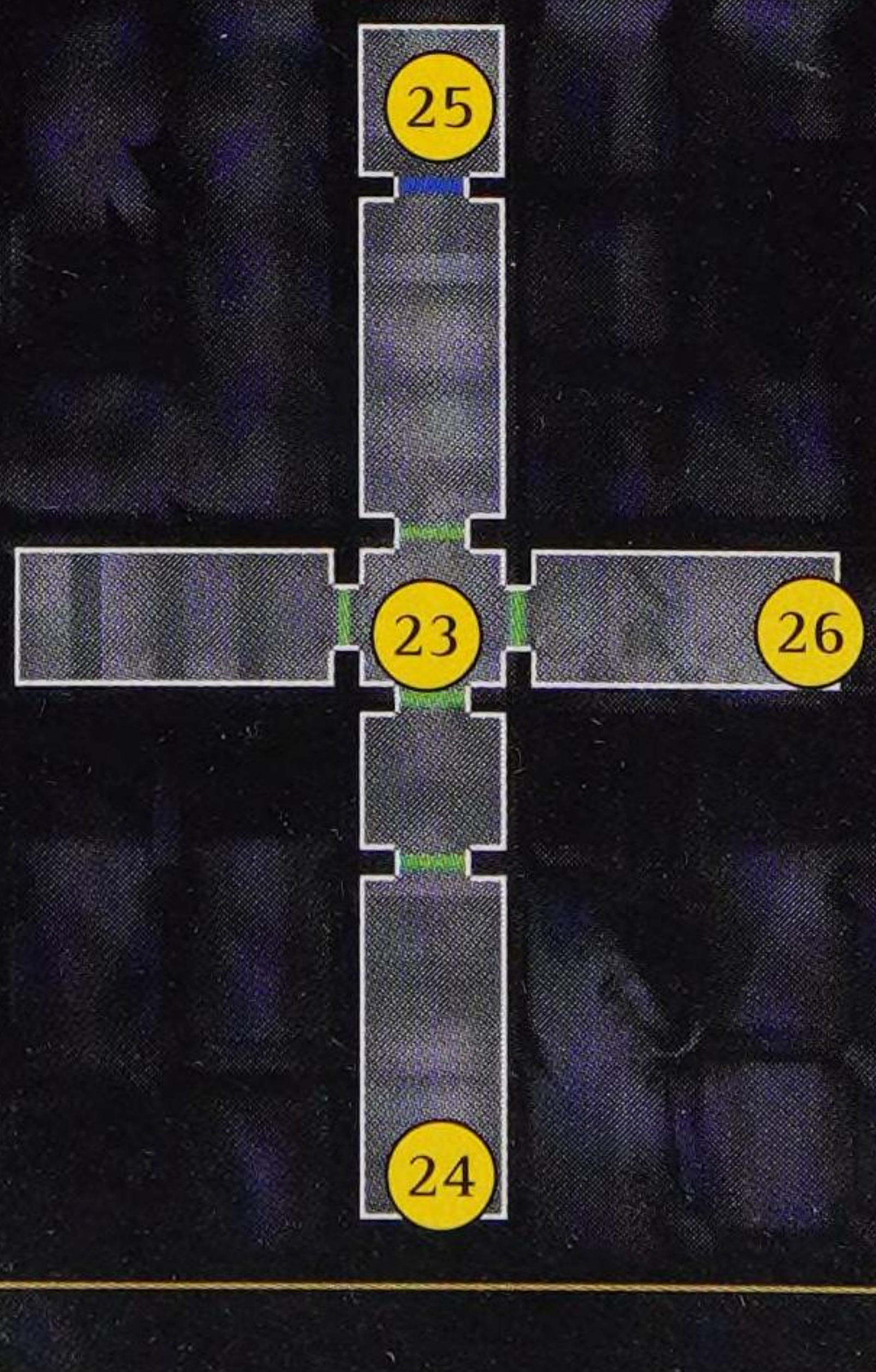
You're allowed into the entryway (Waypoint 21) if you tell the droid at the entrance that you've come on official Jedi business or if you've found the body in the Matale grounds; but you cannot proceed further. To explore the rest of the building, use the back door—but you need a special key.

Sandral Sentry Droid
Attack

Watch for a flash trap as you enter via the rear (Waypoint 22) and a second in the north corridor. There are two security rooms; enter the former, blast the war droids, and use the computer. Examine the video feed into each of the estate's rooms and use spikes to overload the computer power conduits and destroy the war droids. You can easily clear out the central security, repair, and storage rooms this way, which is much more efficient and far less dangerous than battling your way through. The two most important rooms in the estate are Rahasia's room and Shen's cell, which you'll visit several times each.

Area Overview 8: Rakata Ruins

Ruins

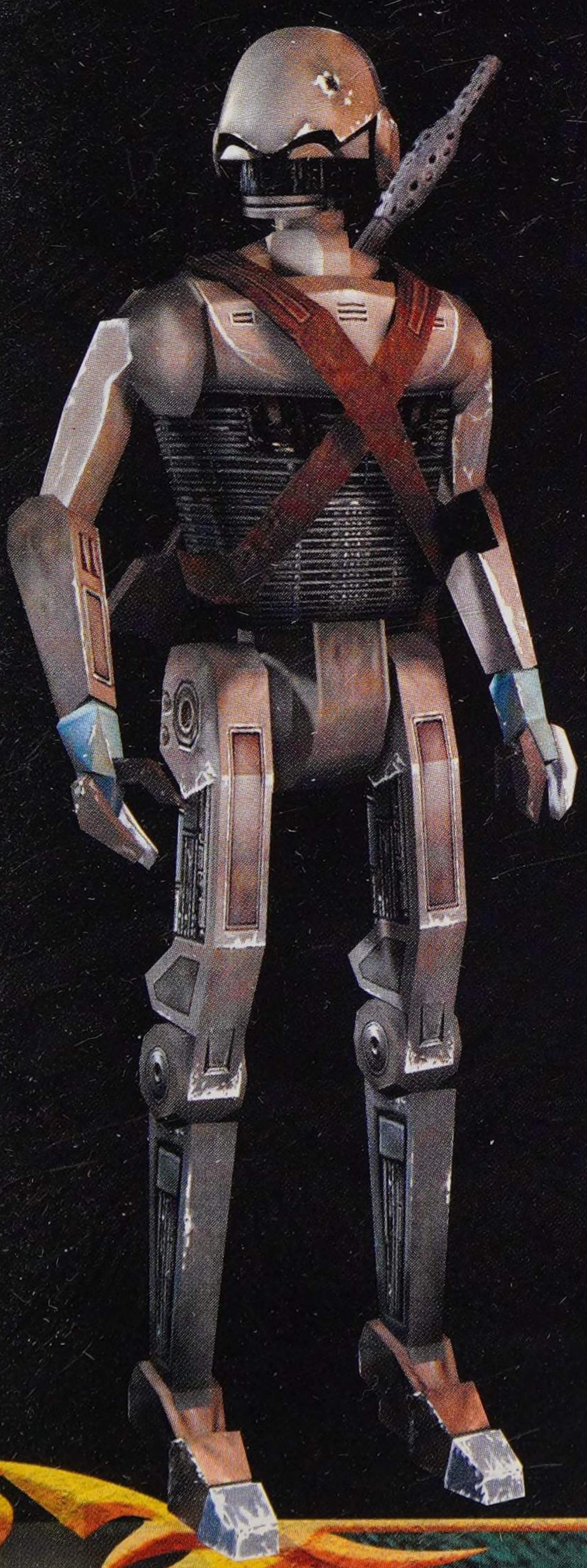


You can't enter the Rakata Ruins until you're sent here by the Council on a quest to investigate. Within this small location you find an ancient droid (Waypoint 23), two ancient computers (Waypoints 24 and 25), and a star map (Waypoint 26).

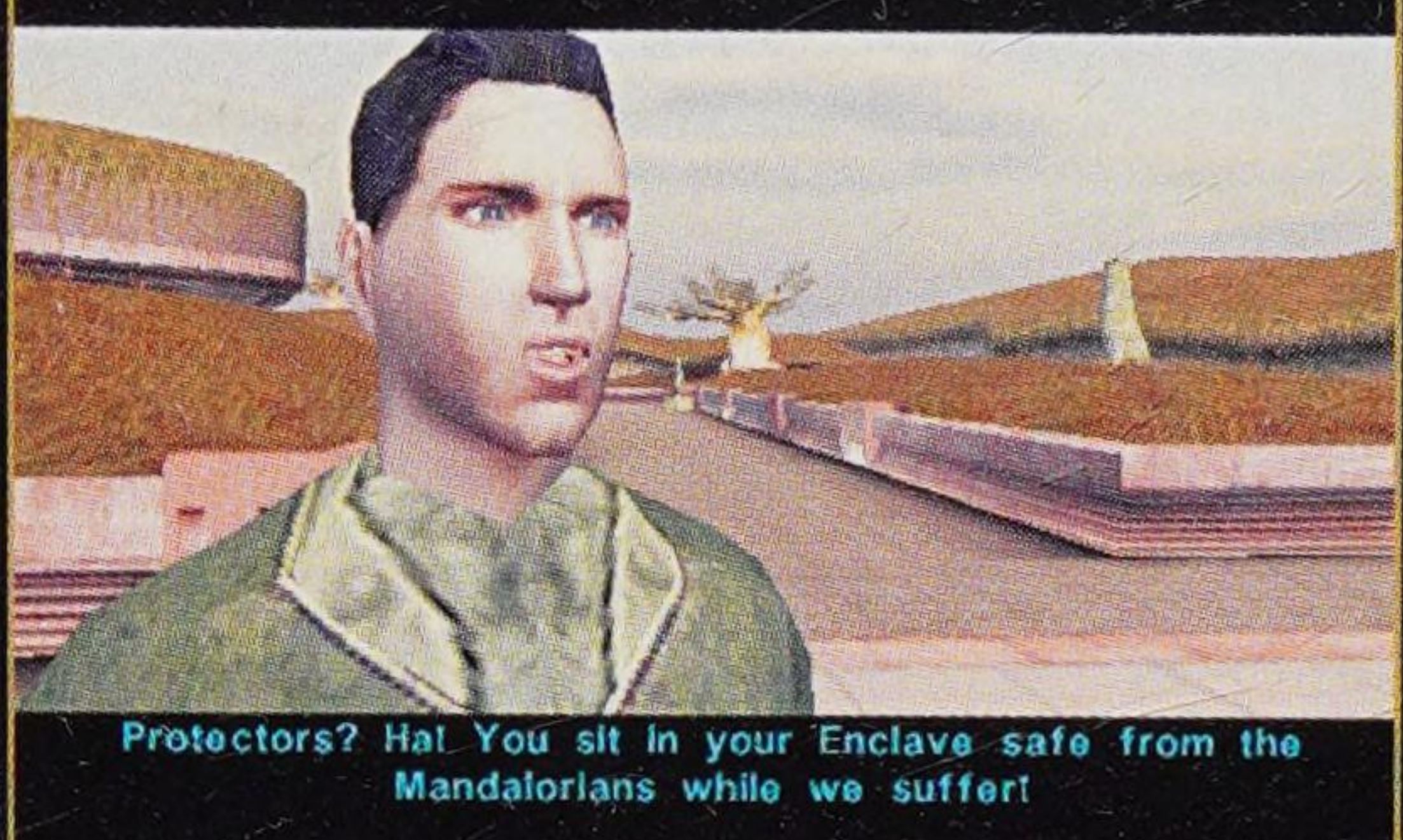
Quest Overview

There are eight available (and mostly separate) quests (including your main objectives) to complete during your time on Dantooine. Many quests are optional (these are the sidequests). The Jedi Council quest, and part of the Jedi Trials quest, must be completed before any of the others can begin.

1. Mandalorian Raiders
2. Missing Companion
3. Murdered Settler
4. Dead Settler
5. Sandral/Matale Feud
6. The Jedi Council (Main Quest)
7. Jedi Trials (Main Quest)
8. Investigate Ruins (Main Quest)



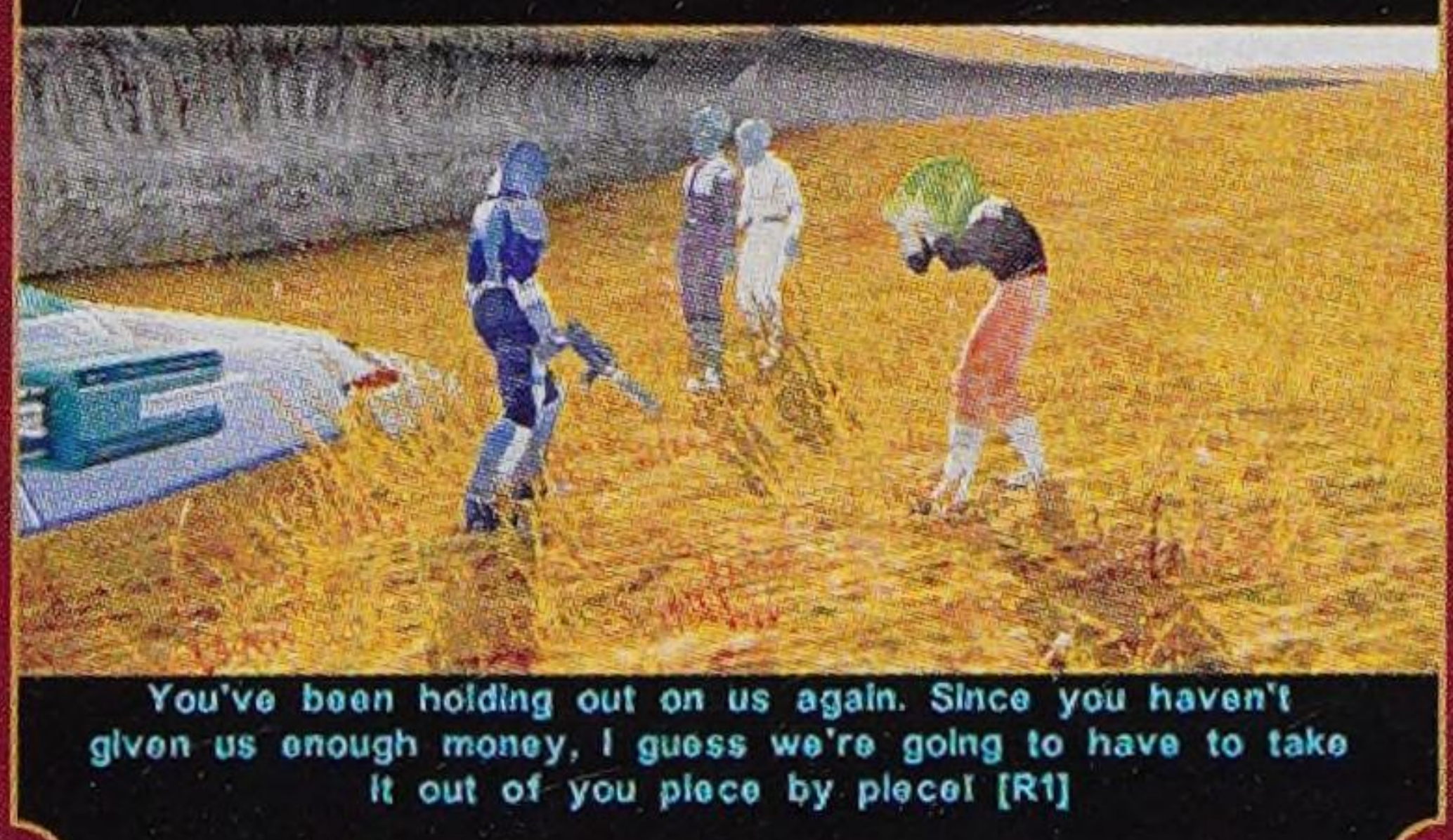
Quest 1: Mandalorian Raiders



Protectors? Ha! You sit in your Enclave safe from the Mandalorians while we suffer!

As you walk north from the Jedi enclave to the courtyard exit leading out to the Matale grounds, you're approached by a man named Jon (Waypoint 1A), who tells you of the horror that the Mandalorians have visited upon him and asks you to gain revenge on his behalf. If you tell Jon to seek advice from the Council, he disappears, but if you agree to take on his cause, you're given the sidequest.

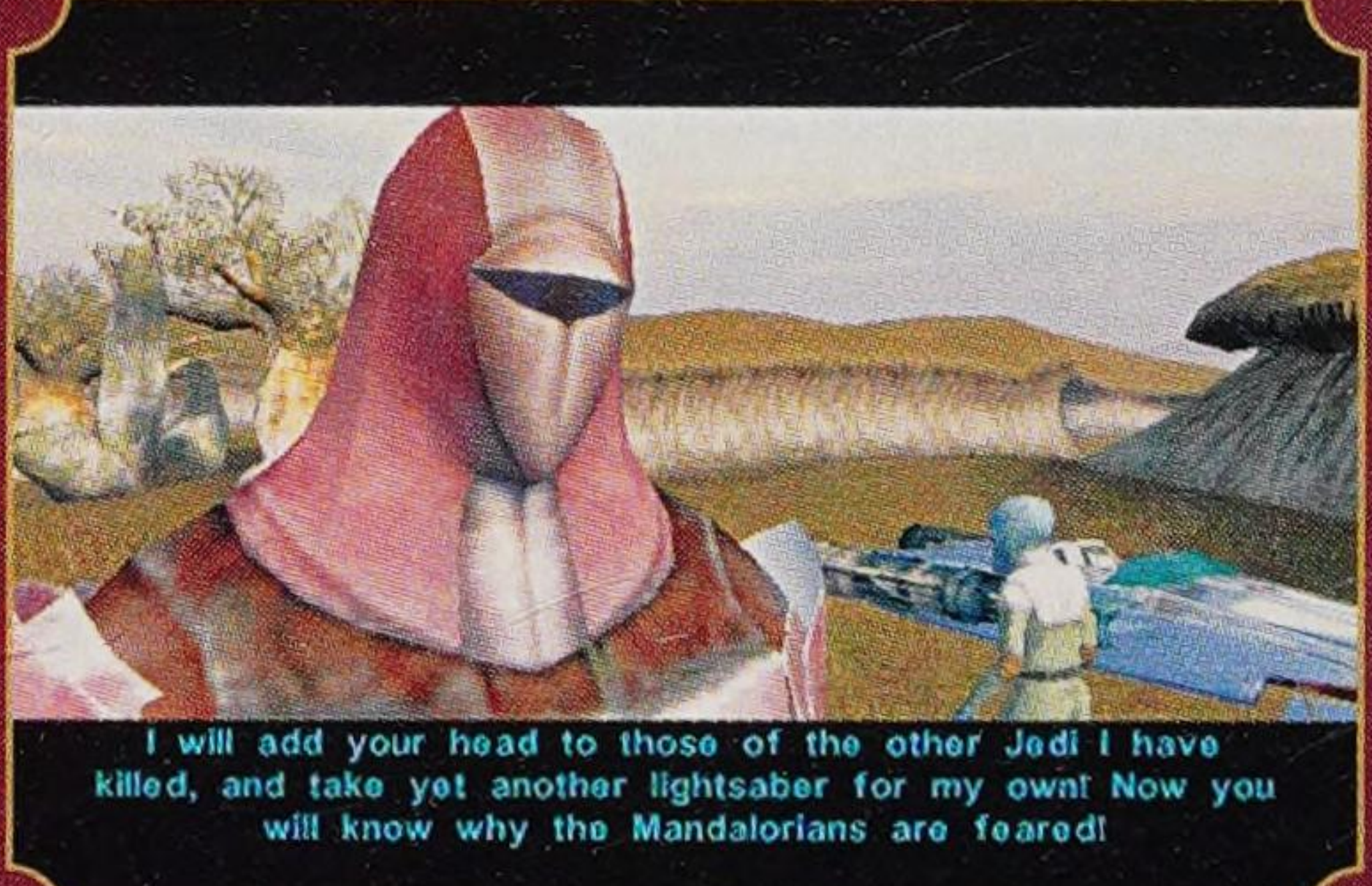
There are three Mandalorian groups to be dispatched: one on the west side of the Matale grounds (Waypoint 1B), a second group near the center of the grove (Waypoint 1C), and a third in the south-central area of the Sandral grounds (Waypoint 1D). Each group contains roughly a half-dozen well-armed members; steer clear of them until you've spent some time powering up on the kath hounds.



You've been holding out on us again. Since you haven't given us enough money, I guess we're going to have to take it out of you piece by piece! [R1]

A slimy group of Mandalorians.

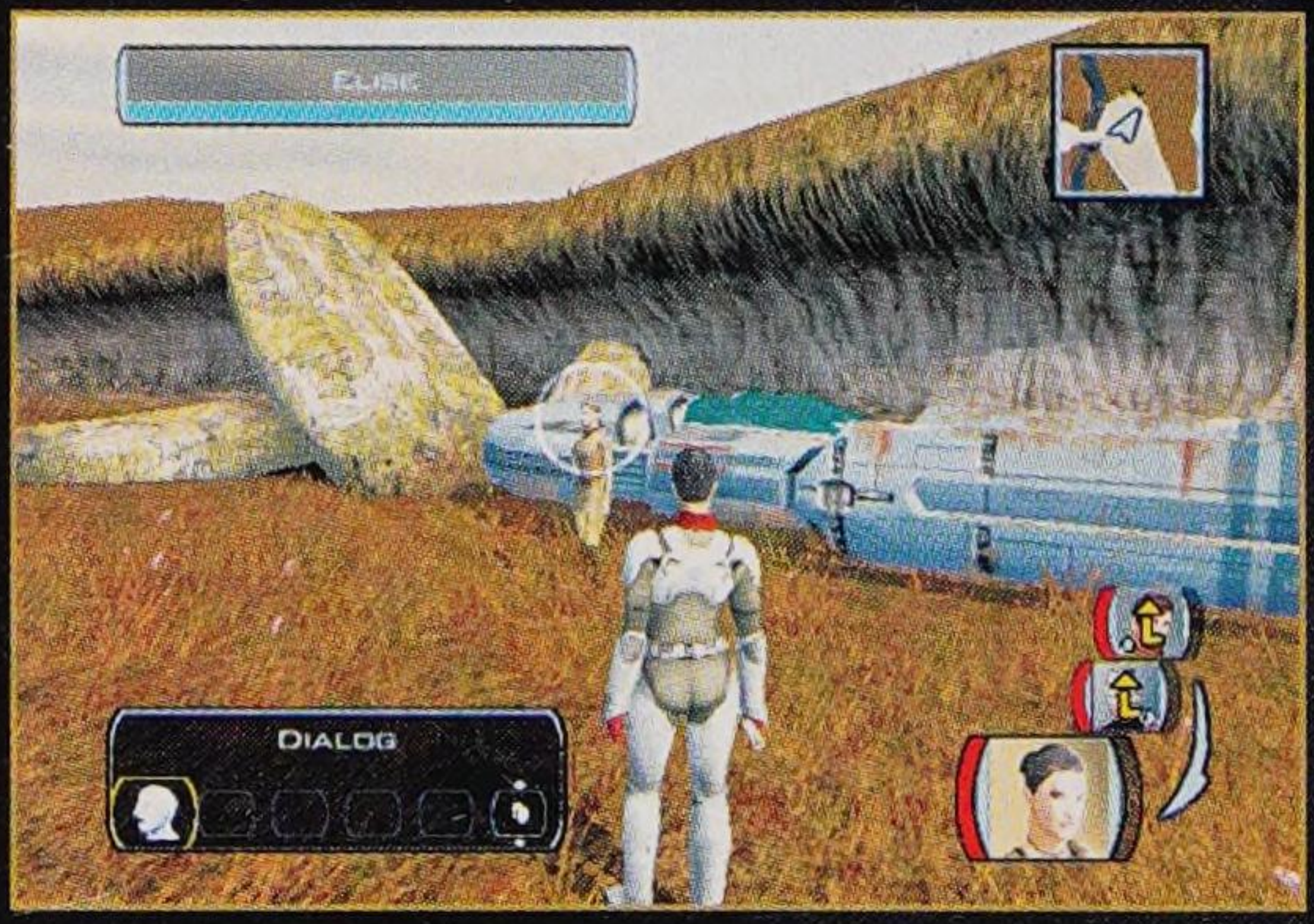
Return to the center of the grove after wiping out the three groups of evildoers, and you'll find a fourth group of Mandalorians. This fourth and final assembly of evil is headed by Sherruk, the leader of the Mandalorian rogues, who's not at all pleased with your activities. Sherruk and his men pose a considerable challenge, so be ready for the clash. Return to Jon after defeating Sherruk to deliver the good news and complete the sidequest.



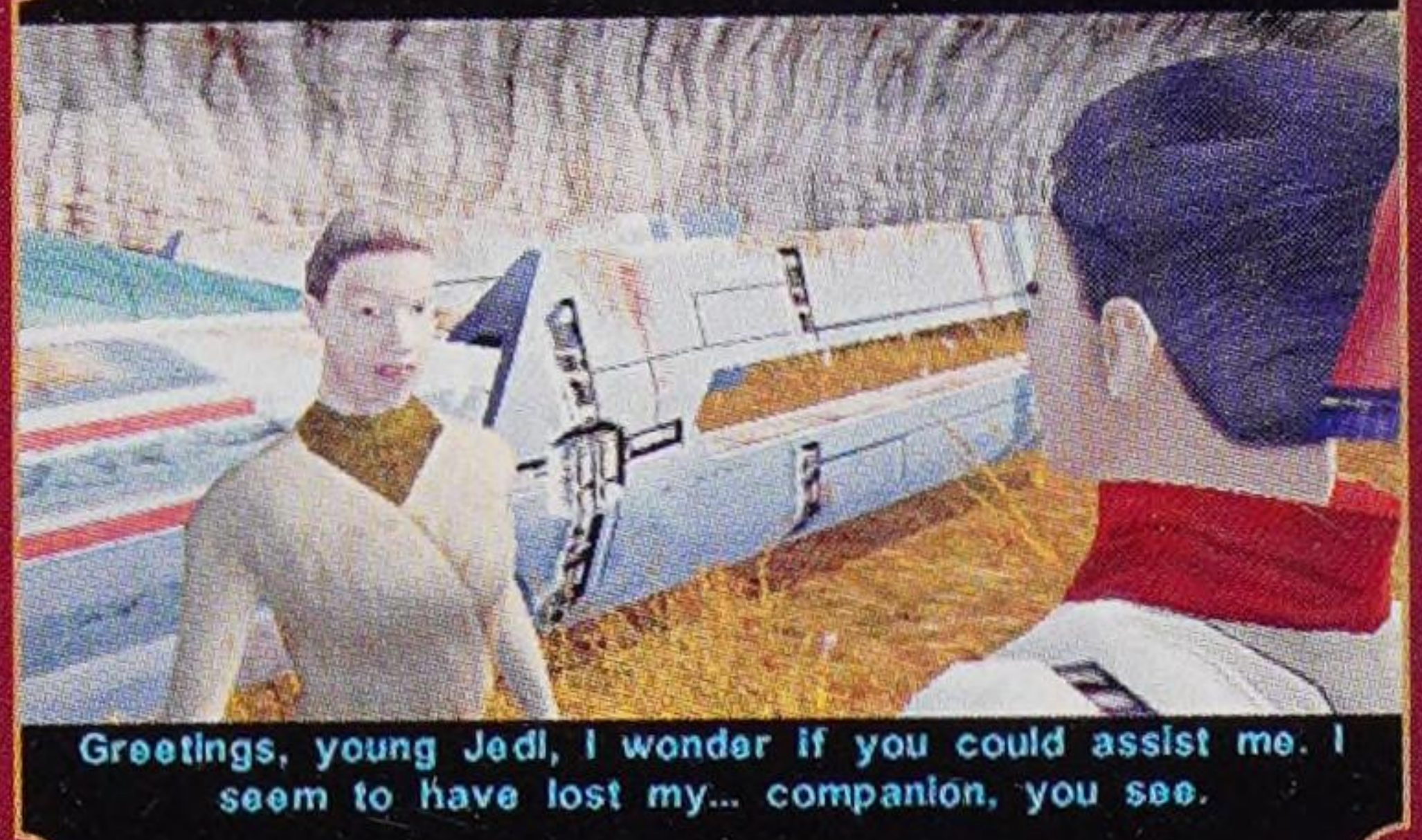
I will add your head to those of the other Jedi I have killed, and take yet another lightsaber for my own! Now you will know why the Mandalorians are feared!

Sherruk is filled with unkind words and unpleasant actions.

Quest 2: Missing Companion



Across from the courtyard entrance is a distraught woman named Elise (Waypoint 2A), standing next to her landspeeder. Elise is searching for her companion—a droid that disappeared from her estate several days earlier. Elise explains that the droid is all that's left of her beloved husband, and practically begs the player to assist in her search. She offers any reward for the droid's safe return.



Greetings, young Jedi, I wonder if you could assist me. I seem to have lost my... companion, you see.

Elise has an unhealthy appreciation for her missing droid.

Find the droid, C8-42, on the east side of the Sandral grounds (Waypoint 2B). C8-42 is being attacked by a pack of kath hounds, but he's sturdy enough to survive their assault while you defeat them. Talk to C8-42 and you discover that he ran away from Elise because of her unhealthy attachment to him; she no longer associates with humans and never leaves her estate. In fact, C8-42 feels it would be best if he was destroyed. At this point, you have three options:

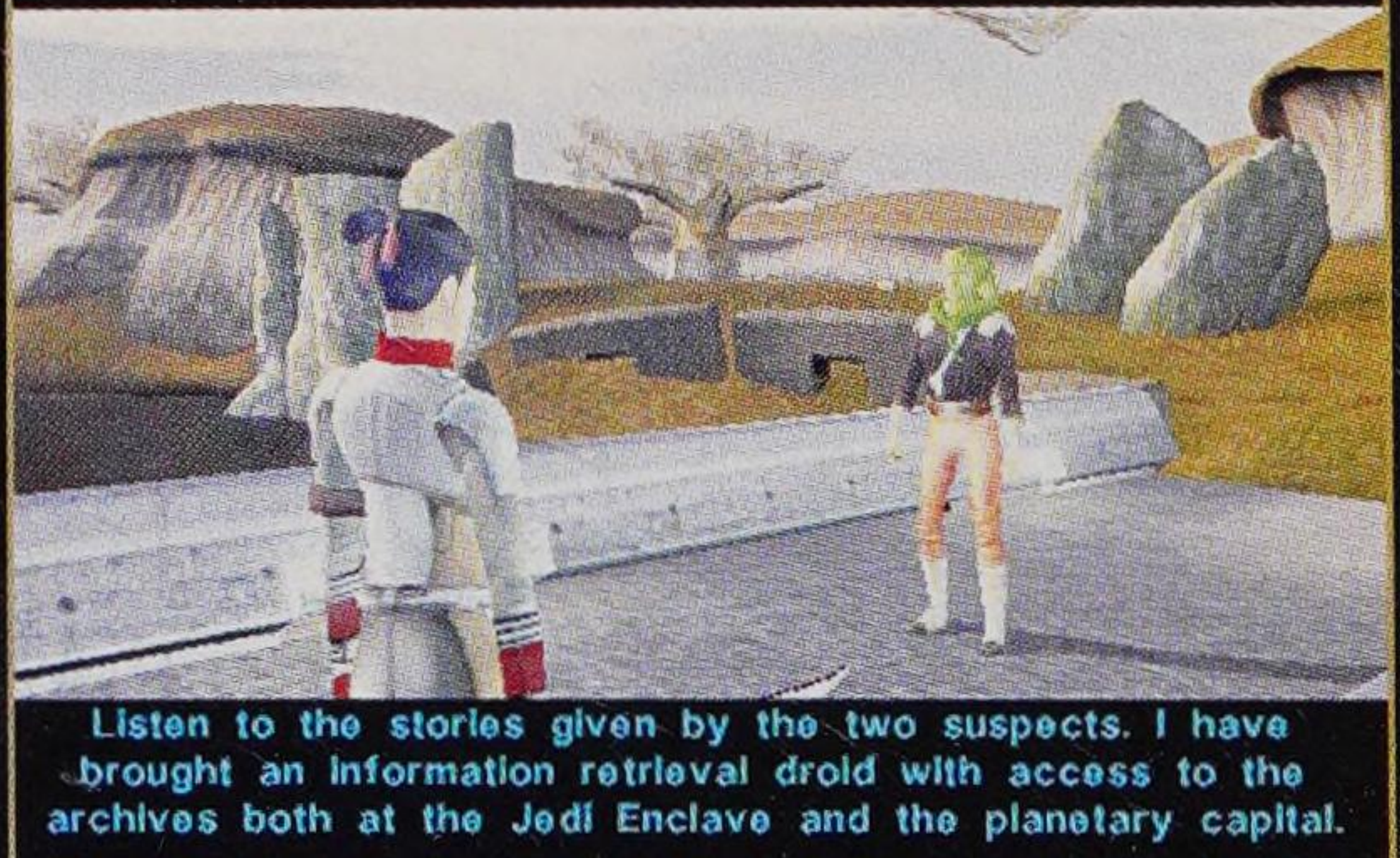
She... she tried to treat me as her dead husband. It was not healthy for her.

C8-42 has a droid death wish.

1. Convince C8-42 to return to Elise and continue as if nothing has changed. The droid reluctantly agrees, and he and Elise relocate to the Jedi enclave, where she remains a sad and lonely human being.
2. Agree with C8-42 and destroy him. Return to Elise and tell her of C8-42's destruction, which causes her to flee to the Jedi enclave in tears. Visit her in the courtyard of the enclave later on and you find her with another settler named Samnt, who's helped her through her grief. This is obviously the happiest result.
3. Tell C8-42 that you're amused by his story, and that you're going to destroy him—and then tell Elise that he escaped from you. C8-42 is enraged by your evil plot and attacks you. Destroy him, then return to Elise and tell your lie to send her on a lifetime of fruitless searching. This is a very dark result!

Elise and Samnt live happily ever after.

Quest 3: Murdered Settler



Listen to the stories given by the two suspects. I have brought an information retrieval droid with access to the archives both at the Jedi Enclave and the planetary capital.

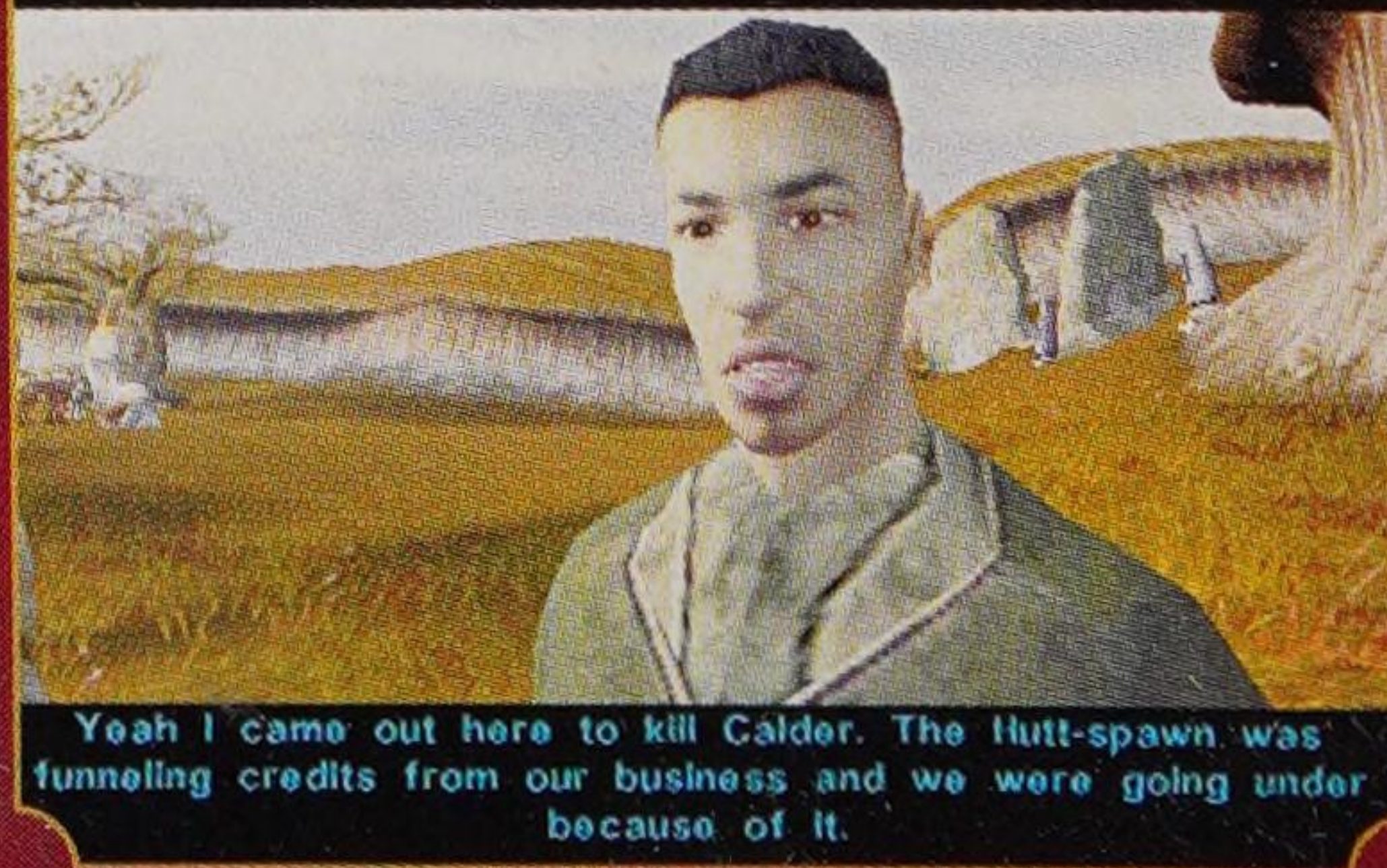
An alien Jedi named Bolook is standing on the bridge on the west side of the grove. Bolook is investigating the murder of a settler, and he has two suspects in custody—but as a Twi'lek, he's not especially knowledgeable about human nature, so he requests your help.

Talk to the two suspects, Handon and Rickard, about what occurred. Ask each of them every possible question. After you've interrogated them both, speak to the information droid, and then speak to Bolook. He allows you three incorrect statements about the case, but on the fourth blunder, you're yanked from the case and fail the quest. (Use your persuade skill to earn a fourth chance.) When Bolook asks you to determine who shot Calder, you're given only one guess (two if you persuade).

According to the accounts of the participants, these three men were out here in the field together earlier, before the clouds broke.

A murder most foul takes place in the grove.

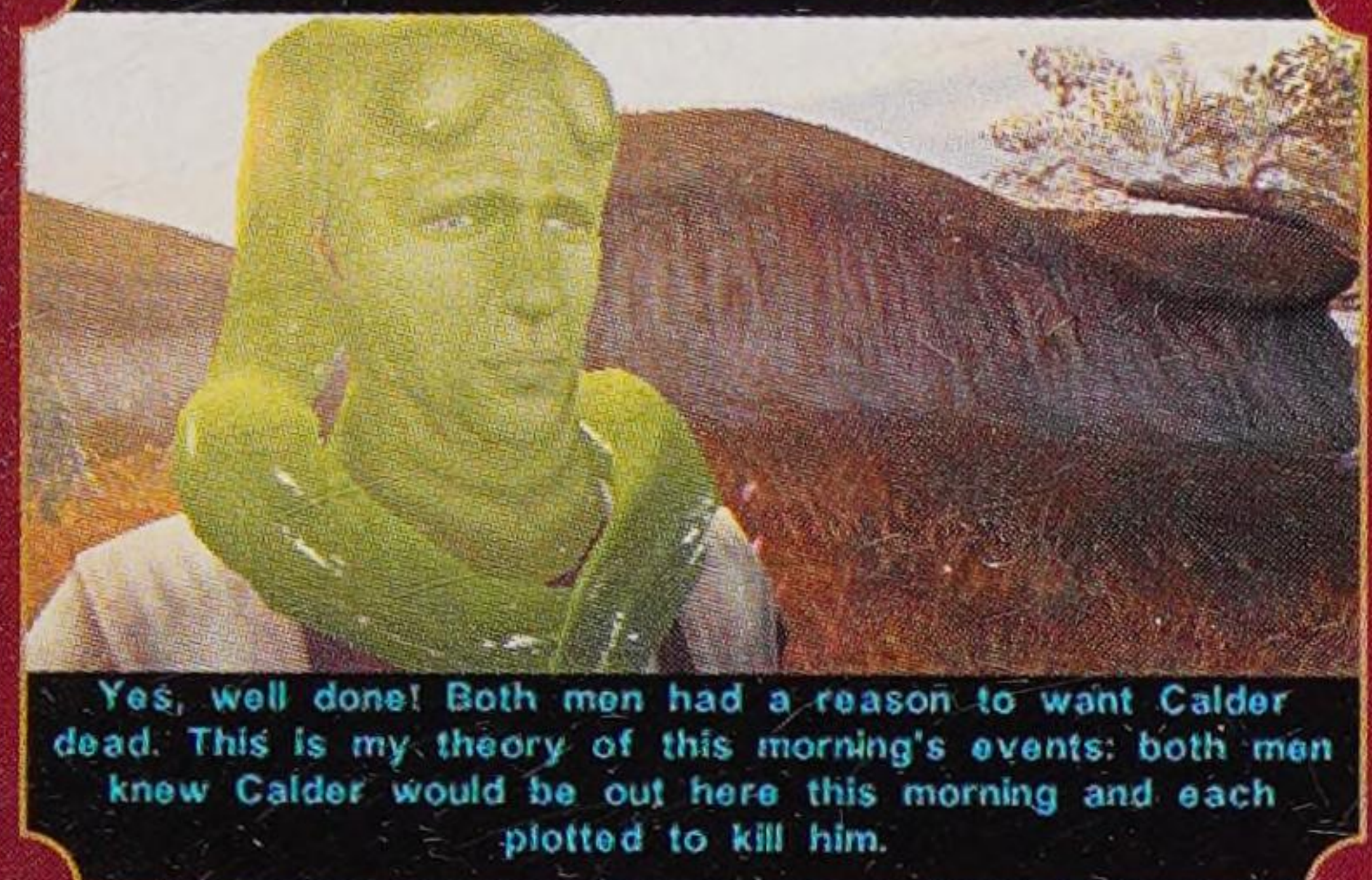
After grilling the suspects and droid, your first statement to Bolook should be "Rickard is lying. It was cloudy—there was no sun glare!" Interrogate the two suspects again, then talk to the information droid, who gives you the crucial clue. Talk to Bolook again and say "Rickard is lying. They had a fight over business matters." Proceed to interrogate the suspects a third time; Handon confesses that his wife was cheating on him with the murder victim. Well, now! Talk to the droid, then talk to Bolook and state that "The blaster was Handon's. He lied about it being stolen."



Yeah I came out here to kill Calder. The Hutt-spawn was funneling credits from our business and we were going under because of it.

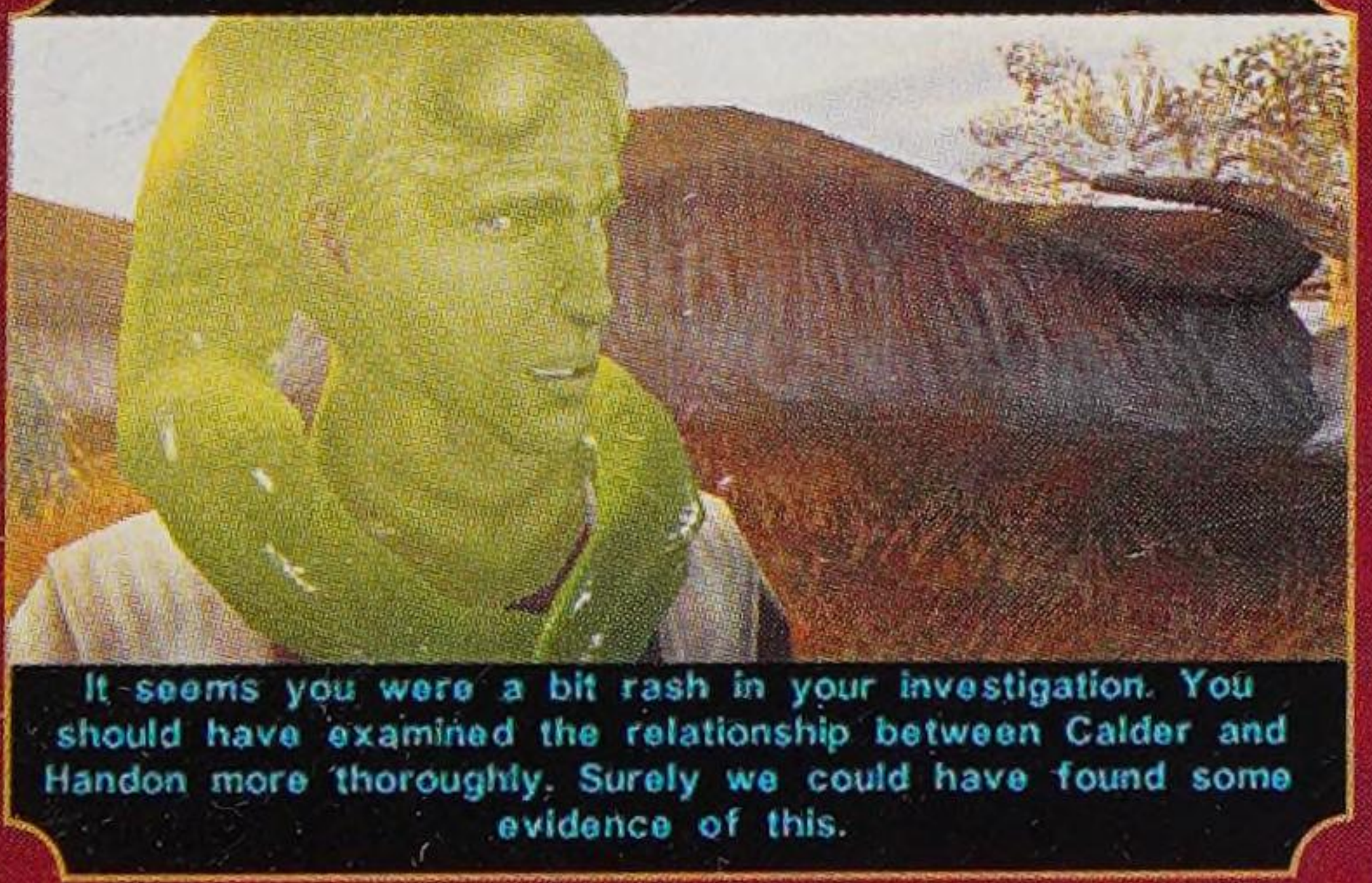
Make sure to ask both suspects every possible question.

Talk to the suspects, then talk to the droid, who tells you that the blood sample wasn't from the victim. Talk to Bolook and say "It didn't belong to the victim," "It's Handon's blood," and "He is clutching his side." Bolook inspects Handon's side and discovers that he's indeed wounded. Do a final interrogation of the suspects, followed by a final chat with the information droid, then chat with Bolook to wrap up the case: "No, both are guilty," and "Handon admitted that Calder was having an affair with his wife!"


Yes, well done! Both men had a reason to want Calder dead. This is my theory of this morning's events: both men knew Calder would be out here this morning and each plotted to kill him.

Talk to Bolook and inform him of your double-guilty verdict.

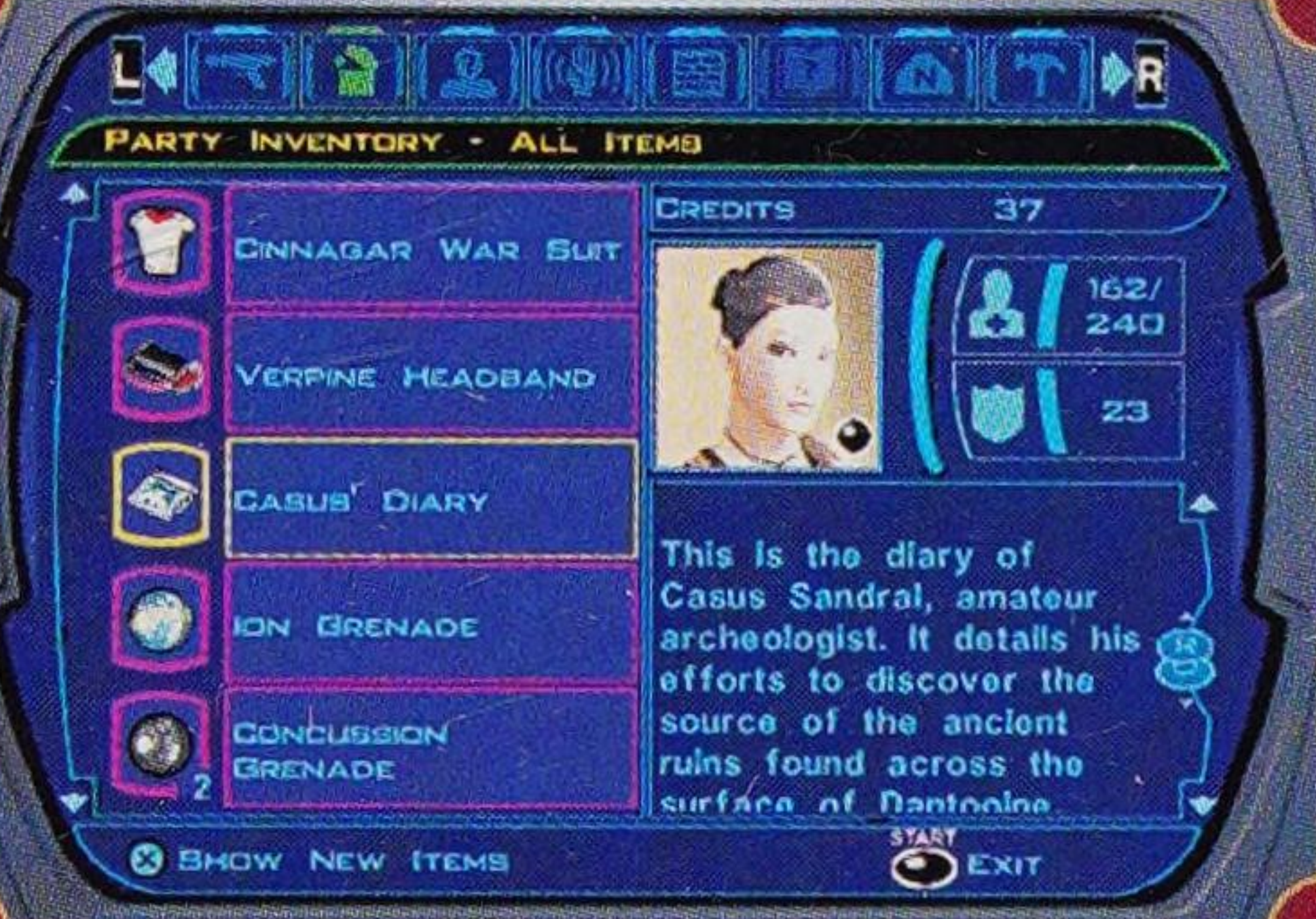
The double-guilty result is the best, but you also can accuse only one of the men, which gives you a less satisfying result from which Bolook encourages you to learn. Easy for him to say—he's not the one who set a murderer free!


It seems you were a bit rash in your investigation. You should have examined the relationship between Calder and Handon more thoroughly. Surely we could have found some evidence of this.

If you accuse one suspect and not the other, the sidequest comes to a dubious conclusion.

Quest 4: Dead Settler

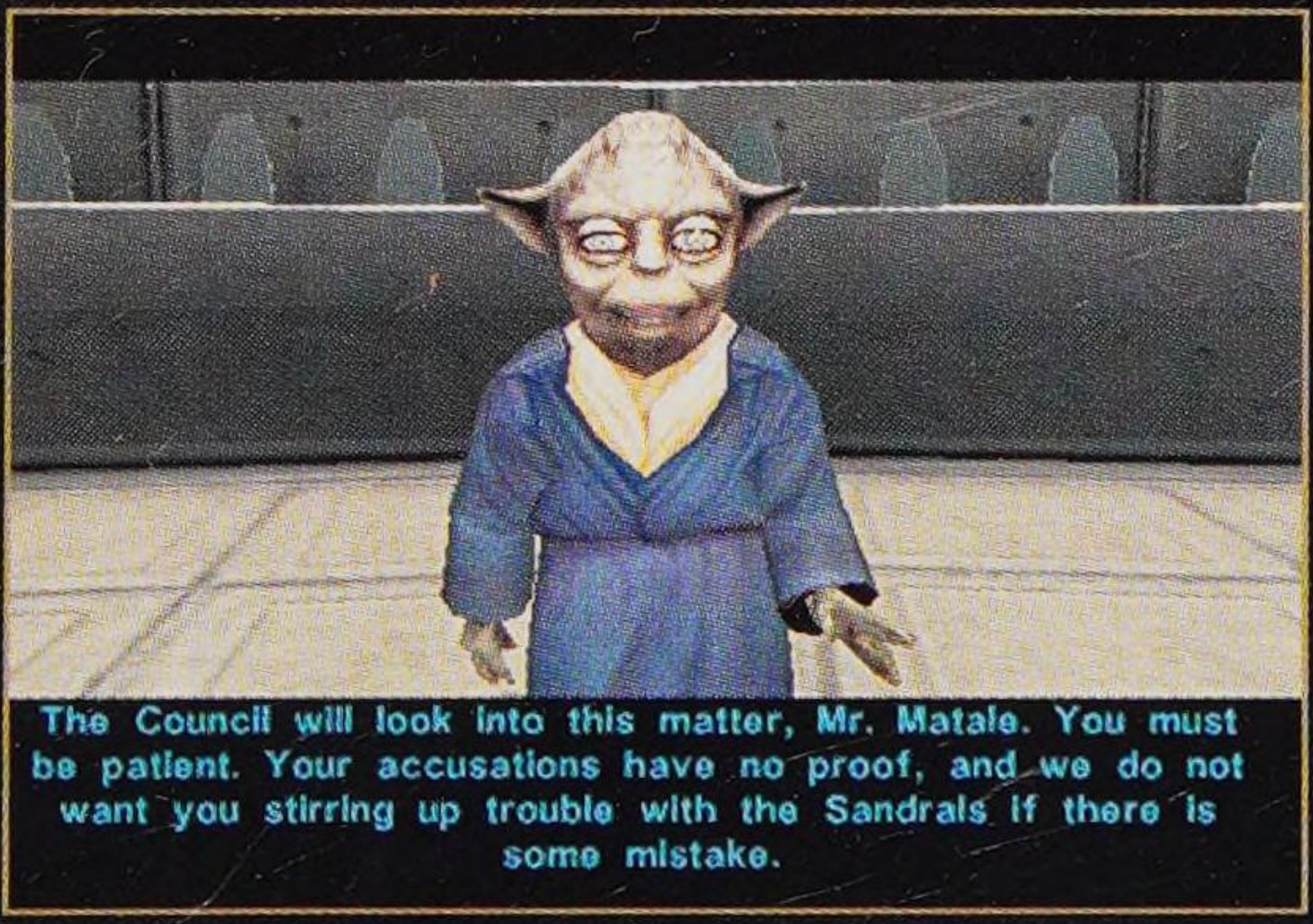
After you've passed the Jedi Trials and become a Jedi, you find a dead body on the east side of the Matale grounds. The corpse is that of Nurik Sandral's son, Casus, who was killed by kath hounds while investigating the nearby Rakata Ruins. Take the son's datapad and head for the Sandral Estate. Tell the droid you've found Casus's body and he lets you inside, where you can inform the father and complete the sidequest.



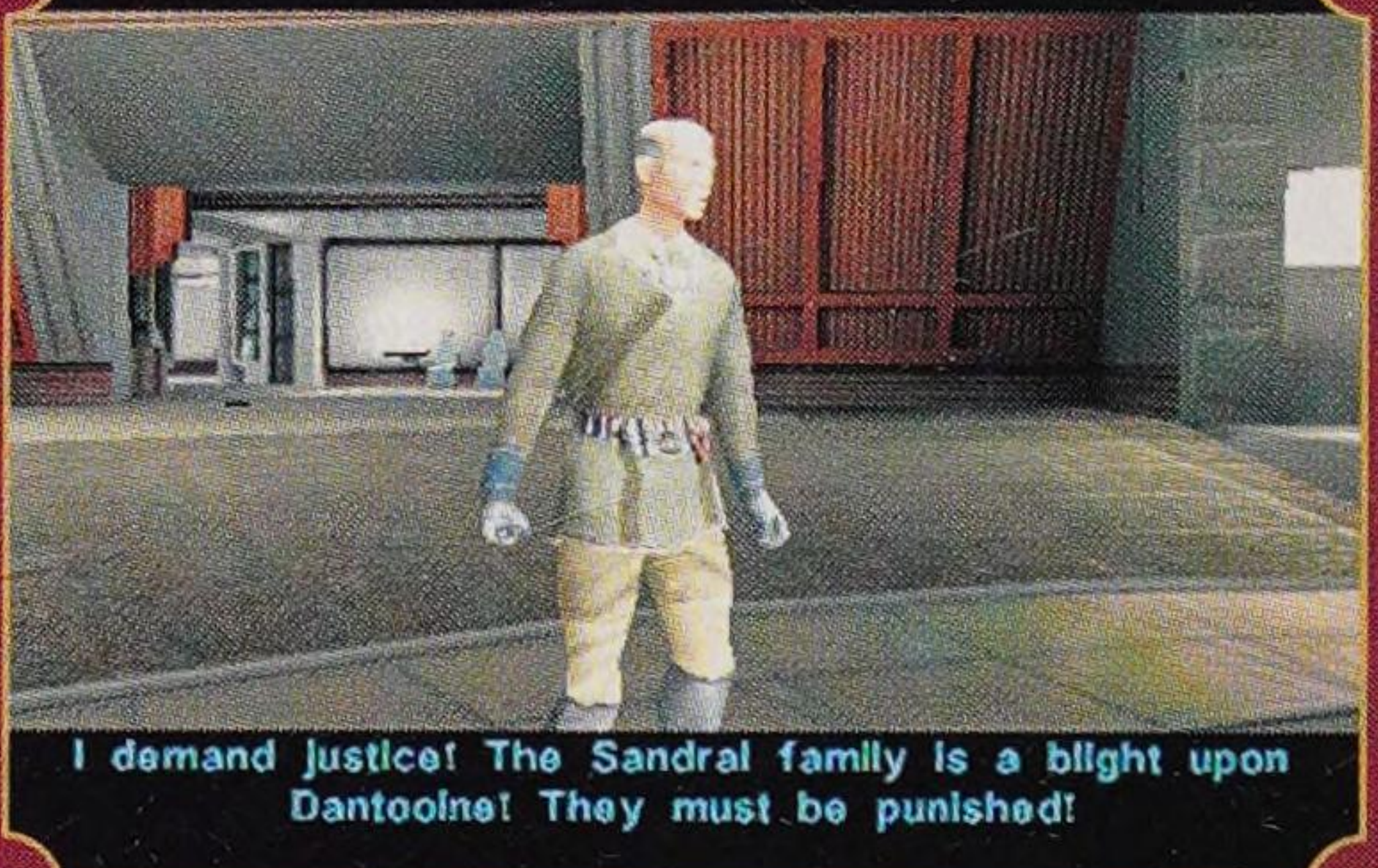
This is the diary of Casus Sandral, amateur archeologist. It details his efforts to discover the source of the ancient ruins found across the surface of Dantooine

There's nothing pleasant about this news.

Quest 5: Sandral/Matale Feud

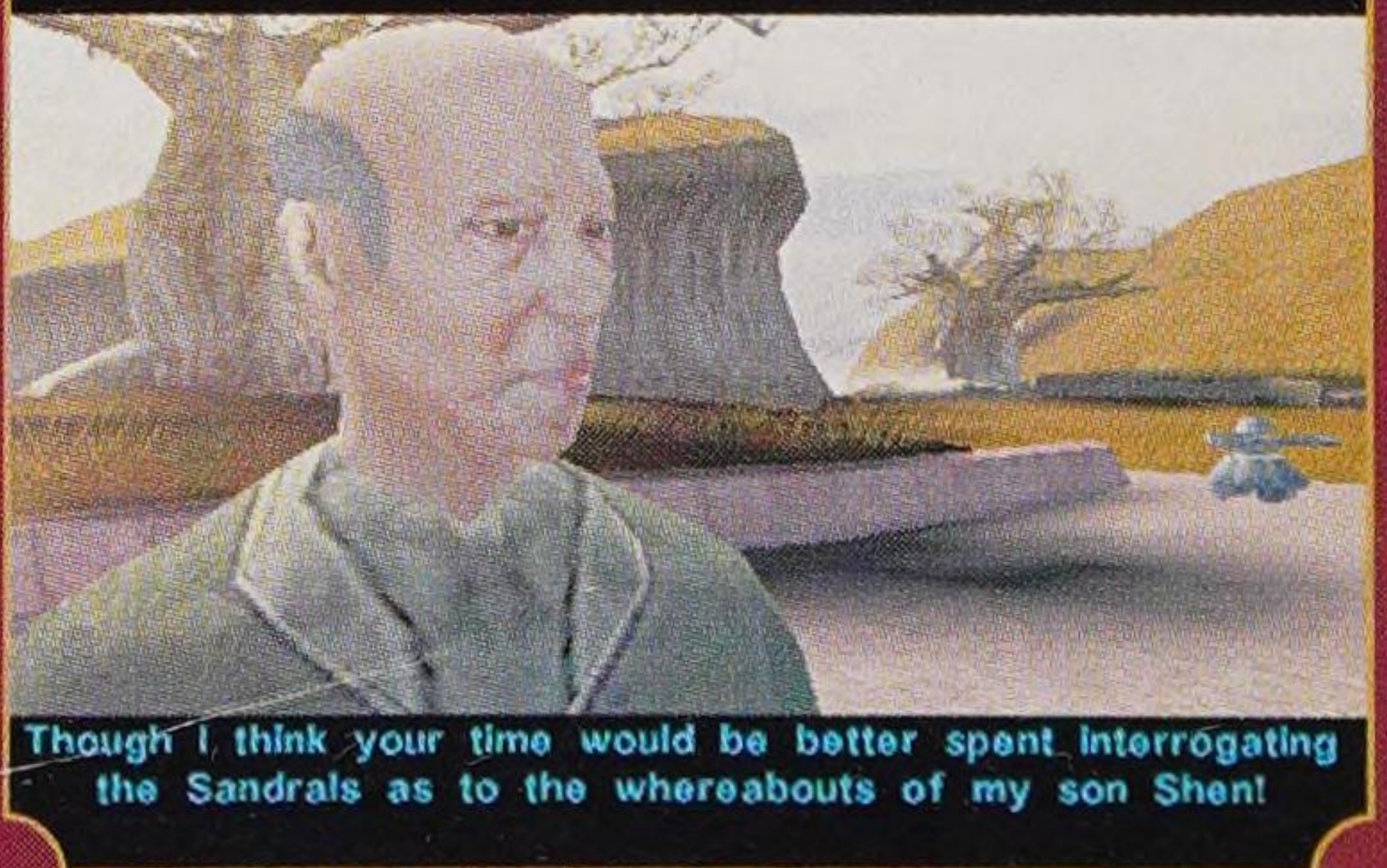

The Council will look into this matter, Mr. Matale. You must be patient. Your accusations have no proof, and we do not want you stirring up trouble with the Sandrals if there is some mistake.

After you've passed the Jedi Trials and become a Jedi, a man named Ahlan Matale storms into the Council Chambers and demands a resolution to his problem. Agree to investigate and you're assigned a sidequest.


I demand justice! The Sandral family is a blight upon Dantooine! They must be punished!

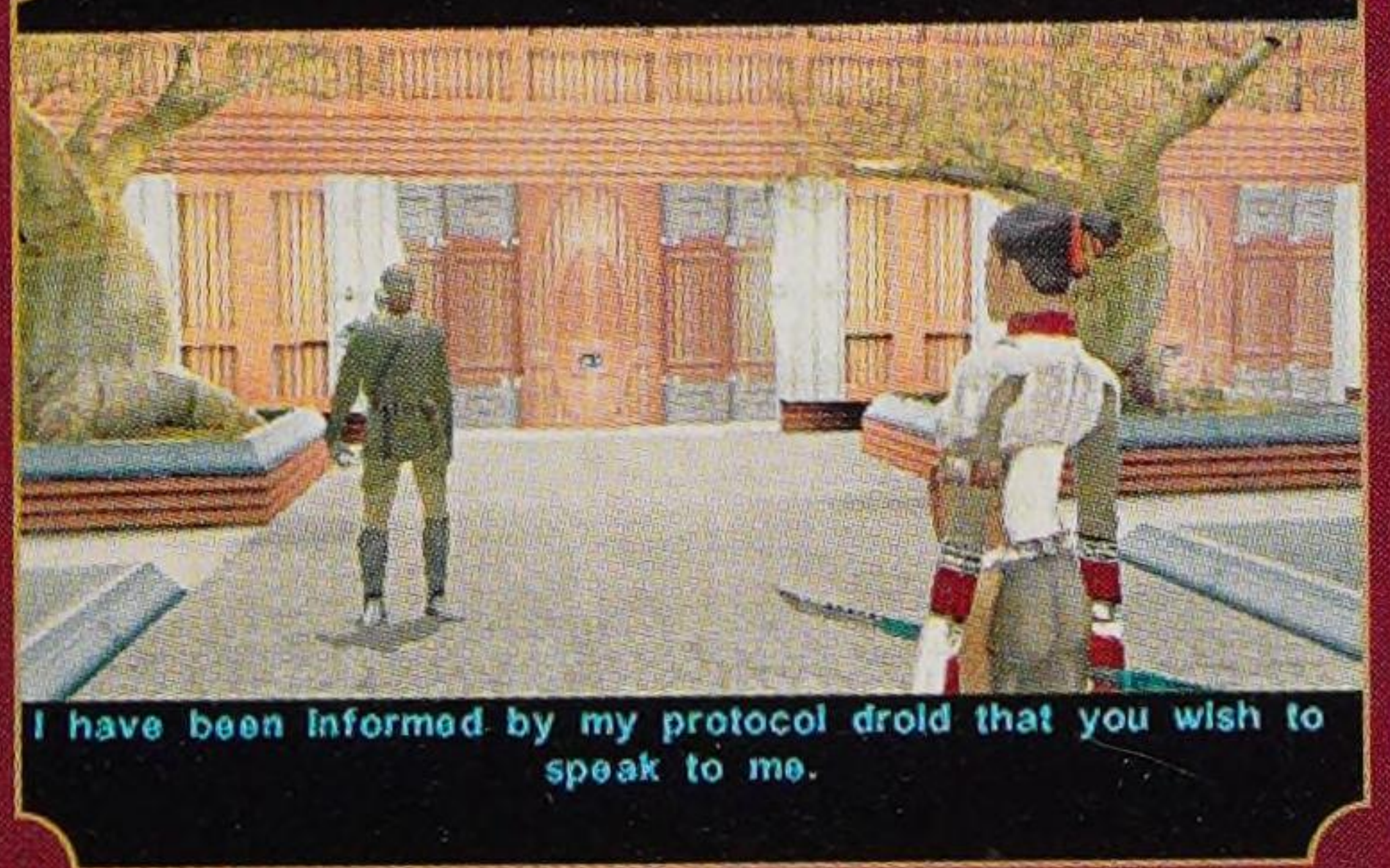
Ahlan Matale demands justice.

Travel to the Matale Estate and speak to the droid at the entrance. Tell the droid you're here on behalf of the Jedi Council, and you're soon meeting with Ahlan Matale. Escorted by a contingent of four military droids, Matale explains the situation: he's been in a dispute with the Sandral family for decades, and he's convinced that his son Shen was kidnapped as retaliation for his destroying several Sandral droids that were trespassing on his land. Ahlan doesn't know that Nurik Sandral's son was killed by kath hounds, and the Sandrals kidnapped Shen out of misguided revenge.


Though I think your time would be better spent interrogating the Sandrals as to the whereabouts of my son Shen!

Ahlan Matale tells his side of the story ...

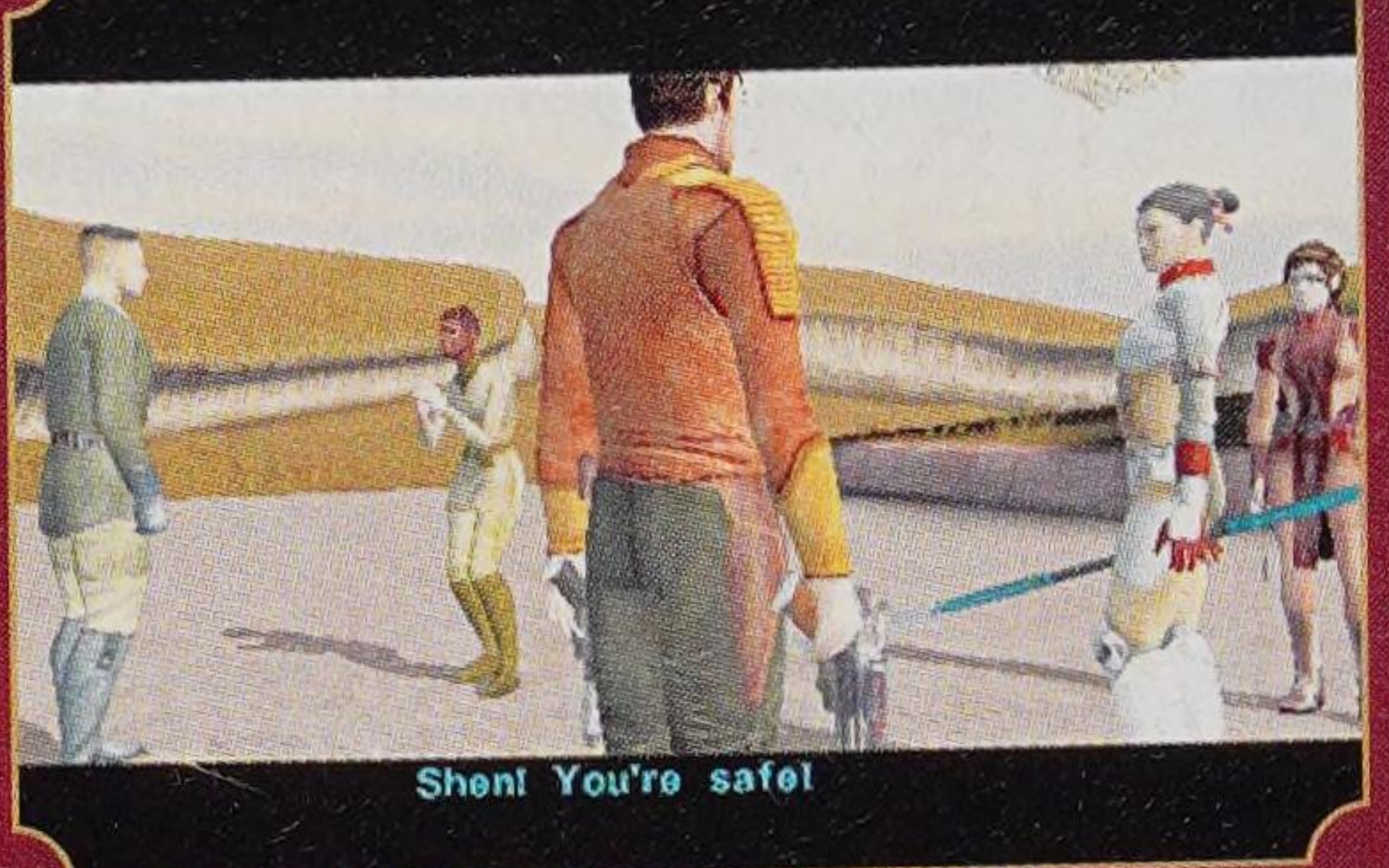
Go to the Sandral Estate on the grounds and talk to the protocol droid. If you're on the Dead Settler quest, you can tell the droid that you've found Sandral's son Casus; otherwise, tell him you're here on behalf of the Council. Inside the estate, you're greeted by Nurik Sandral. When your conversation is complete, his daughter Rahasia comes out. Be nice to Rahasia, and she eventually confesses that Shen Matale is a prisoner within the estate, then slips you the key to the estate's rear entrance.



I have been informed by my protocol droid that you wish to speak to me.

... and Nurik Sandral tells you his.

Enter the rear entrance of the estate and clear out the traps and war droids. Visit Rahasia's bedroom and talk to her for the location of Shen's cell. Pick or bash through the door and talk to Shen, who asks why you've come. Tell him about Rahasia and he demands that you relay a message to her. You can refuse to fetch Rahasia, but Shen won't follow if you deny his request, so agree to it. Talk to Rahasia and tell her to meet Shen outside, then talk to Shen; the screen fades to black, and you're whisked outside the estate.



Shen! You're safe!

Rahasia and Shen, star-crossed lovers.

Rahasia and Shen's reunion is interrupted by Ahlan Matale and Nurik Sandral, who immediately start screaming at each other. There are five possible outcomes:

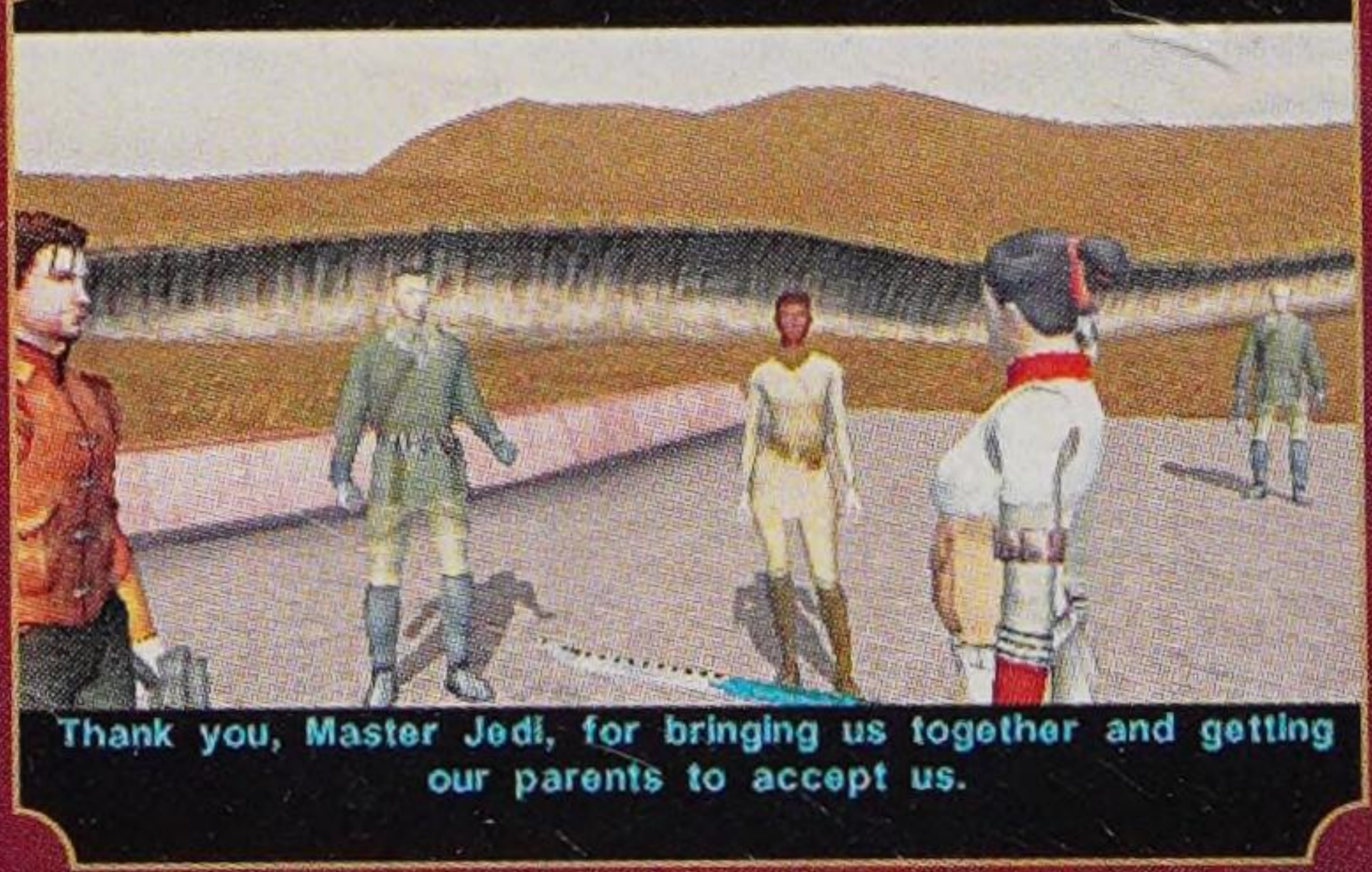
1. Convince Ahlan and Nurik to make up, which takes a very particular combination of comments (and two successful persuade rolls):

You two just need to calm down.

Both of you calm down now!

[Persuade] Shen is capable of making decisions on his own.

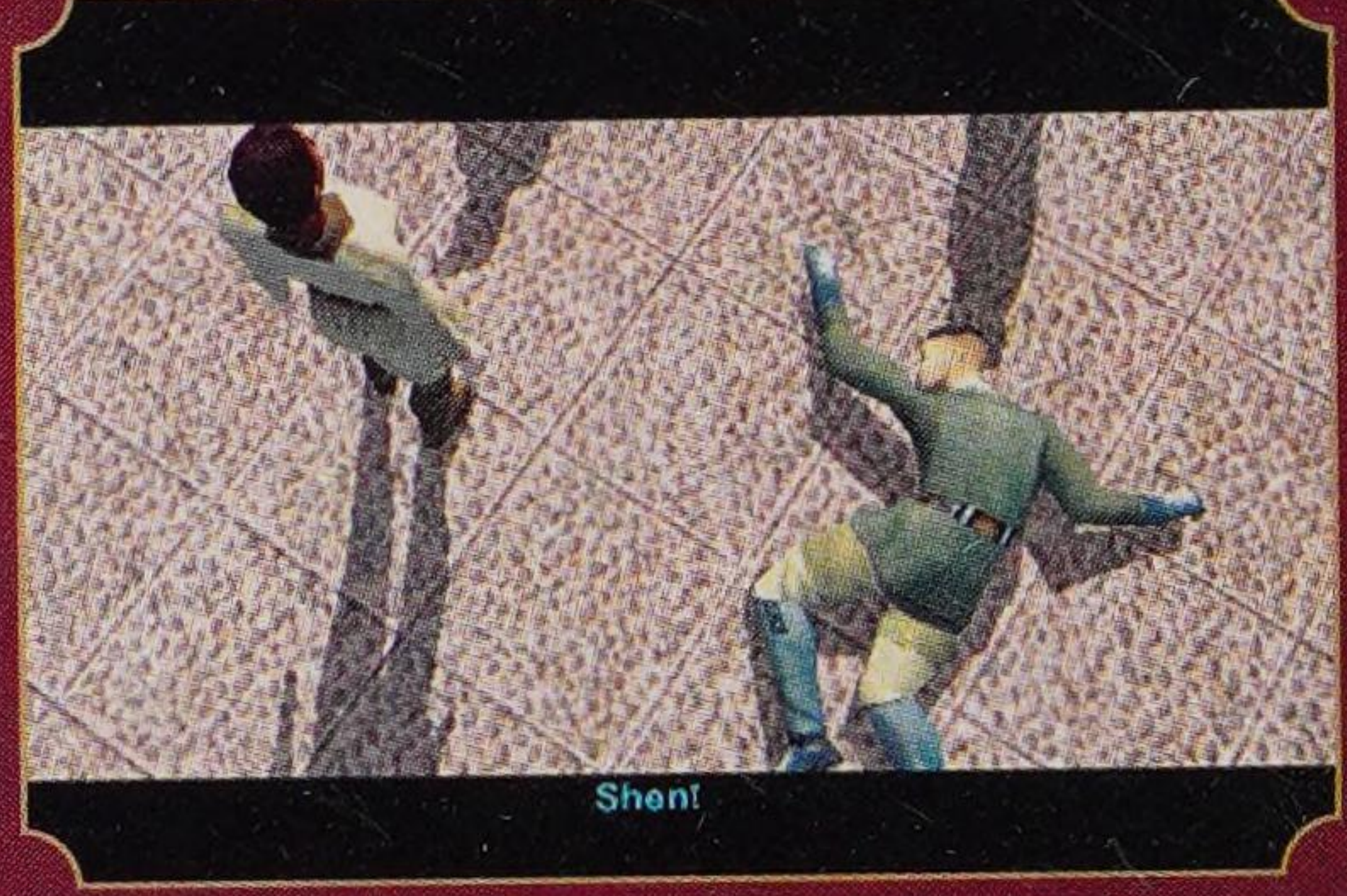
[Persuade] Children grow up and leave eventually.



Thank you, Master Jedi, for bringing us together and getting our parents to accept us.

Shen and Rahasia live happily ever after.

2. Shen and Rahasia run away to the Jedi enclave, while their angry fathers storm off. This is the most common result, especially if you fail the persuade rolls above.
3. Shen and Rahasia break up and return to their respective parents. You can force this result by convincing Shen that breaking up is the best course of action, that the relationship was doomed from the start.
4. Shen and Rahasia break up, with Shen appalled at Rahasia. You can force this result by telling lies about Rahasia's motivations.
5. The two families get into a shootout; everyone dies and the droids attack you. This horrendous dark side result is triggered if you keep insisting that the encounter will end in violence, and then lie about the nature of Casus's death by claiming he was murdered.



Shen!

He dies, she dies, everybody dies.

Main Quest Path

The three remaining quests are required for the completion of your adventure on Dantooine—you cannot leave the planet until they are finished. The reward for finishing the tasks outlined below is the ability to download another star map to your datapad and add it to your ship's trajectory computer. The quests are placed together in a continuous "Critical Path." When you complete each main quest, it is noted in the walkthrough. Below are quick notes on how to complete each remaining main quest portion:

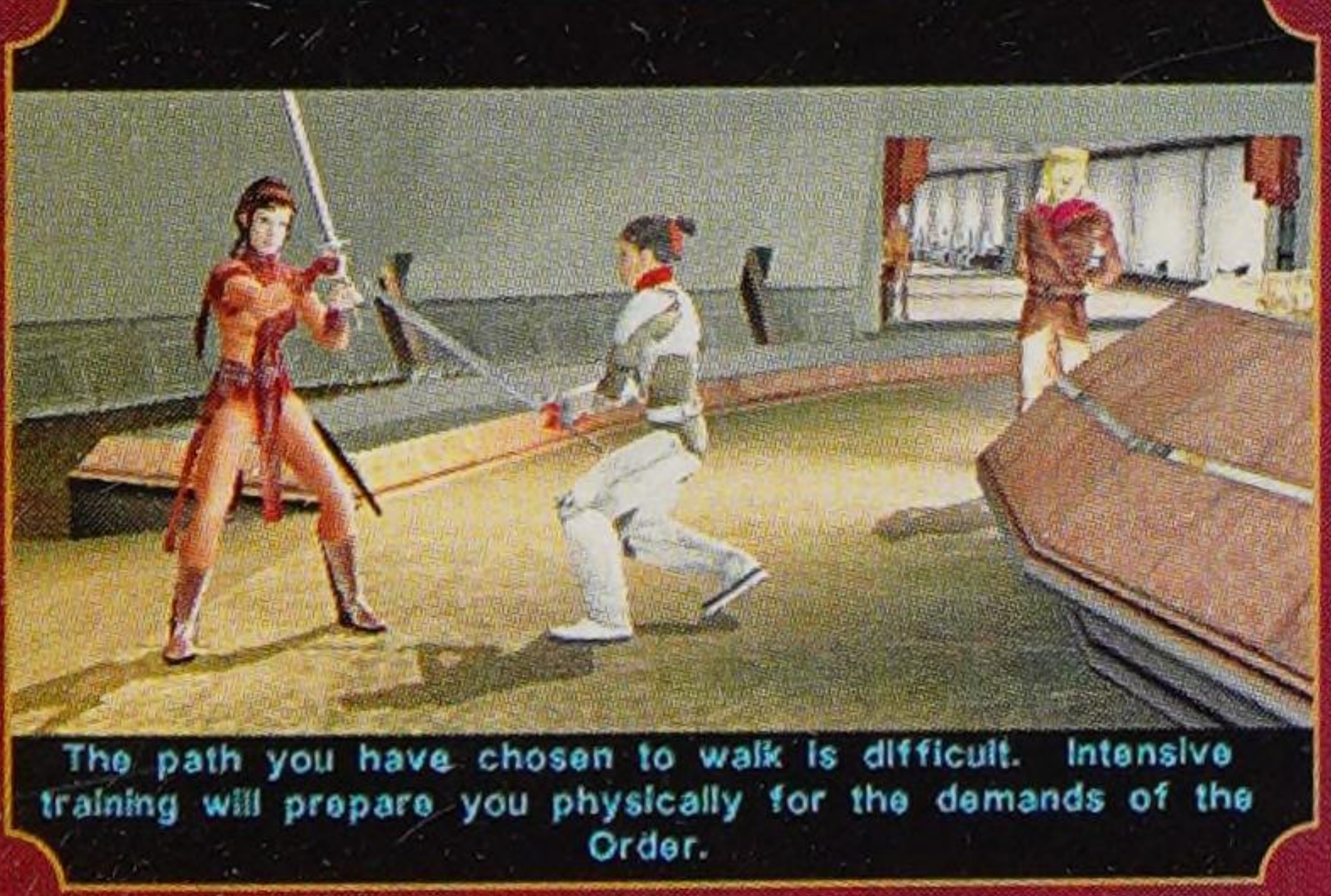
The Jedi Council (Main Quest)
  ~ Talk to the Jedi Council about the Force within you
Jedi Trials (Main Quest).
  ~ Complete the three trials as instructed by Master Zhar.
Investigate Ruins (Main Quest).
  ~ Locate the star map and begin your quest for the others.

Action 1: Meet and Greet

Enter the Jedi Council Chamber to find Carth, Bastila, and three Jedi Masters. You're thanked for rescuing Bastila and informed about the Sith threat. Zhar mentions that you are strong in the Force and that the Council will convene to decide whether or not to train you. You automatically return to the *Ebon Hawk* to rest, where you dream of exploring the Rakata Ruins.

Dream a little dream of ancient structures.

When you wake up, you're free to explore the enclave again. Enter the Council Chamber again, and Bastila discusses the dream, which you and she "shared." The Council decides to put you through Jedi training, which triggers a lengthy cutscene (which encompasses several weeks of game time!). At the end of this you're in the training room. Chat with Zhar about the three tests to finish your training and become a Padawan.

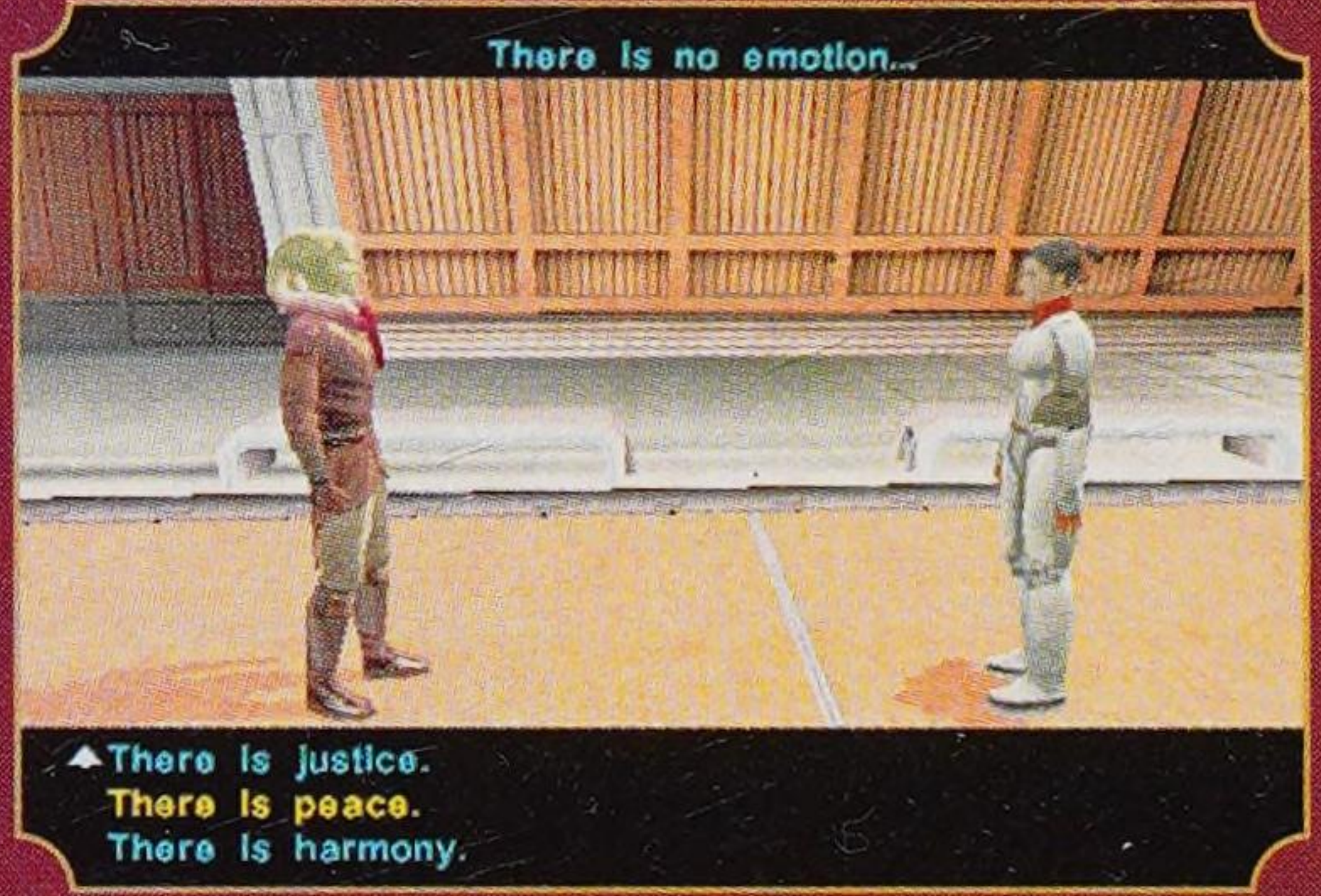


The path you have chosen to walk is difficult. Intensive training will prepare you physically for the demands of the Order.

The Force is strong within you.

Action 2: The Jedi Code

Talk to Zhar about your training and he quizzes you about the Jedi Code. For the answers to Zhar's questions, you can consult with other Jedi in the enclave, browse through the instruction manual, or use the following list.



There is no emotion...

There is justice.
There is peace.
There is harmony.

Pay attention to Zhar's questions.

There is no emotion ... There is peace.

There is no ignorance ... There is knowledge.

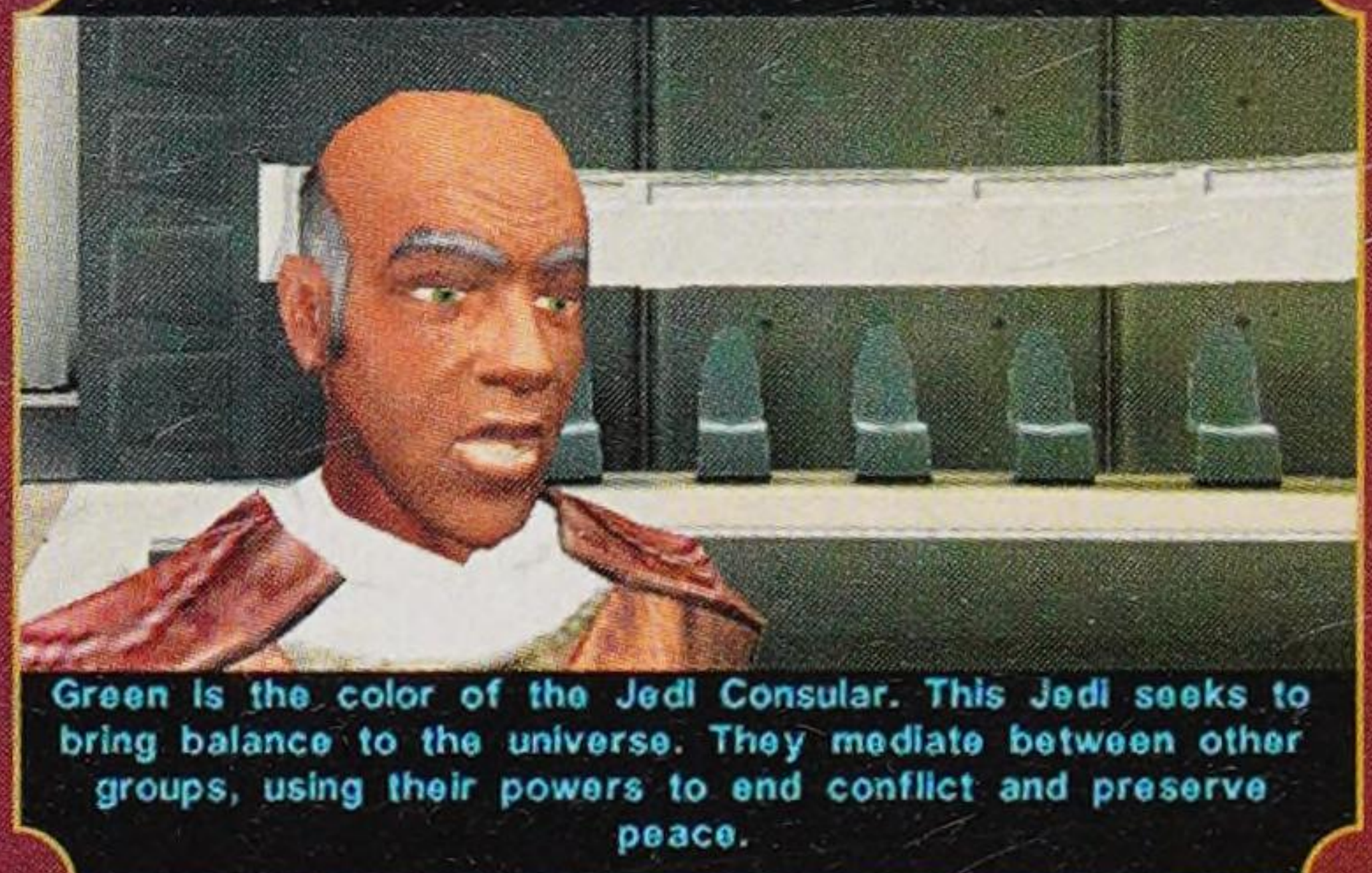
There is no passion ... There is serenity.

There is no chaos ... There is harmony.

There is no death ... There is the Force.

Action 3: Constructing a Lightsaber

Approach the Jedi historian Dorak in the Council Chamber and answer his questions to be given a lightsaber crystal. Jedi Guardians are blue, Jedi Sentinels are yellow, and Jedi Consulars are green. The crystal and position recommended by Dorak is determined by how you answer his questions. Choose the most aggressive answers ("Attack the thugs," etc.) and he suggests a blue crystal; choose the most peaceful answers ("Knock," and so on) and he recommends a green crystal; choose the in-between answers and Dorak suggests a yellow crystal. However, you're allowed to choose which color of crystal you receive, even if it's not what Dorak suggests.



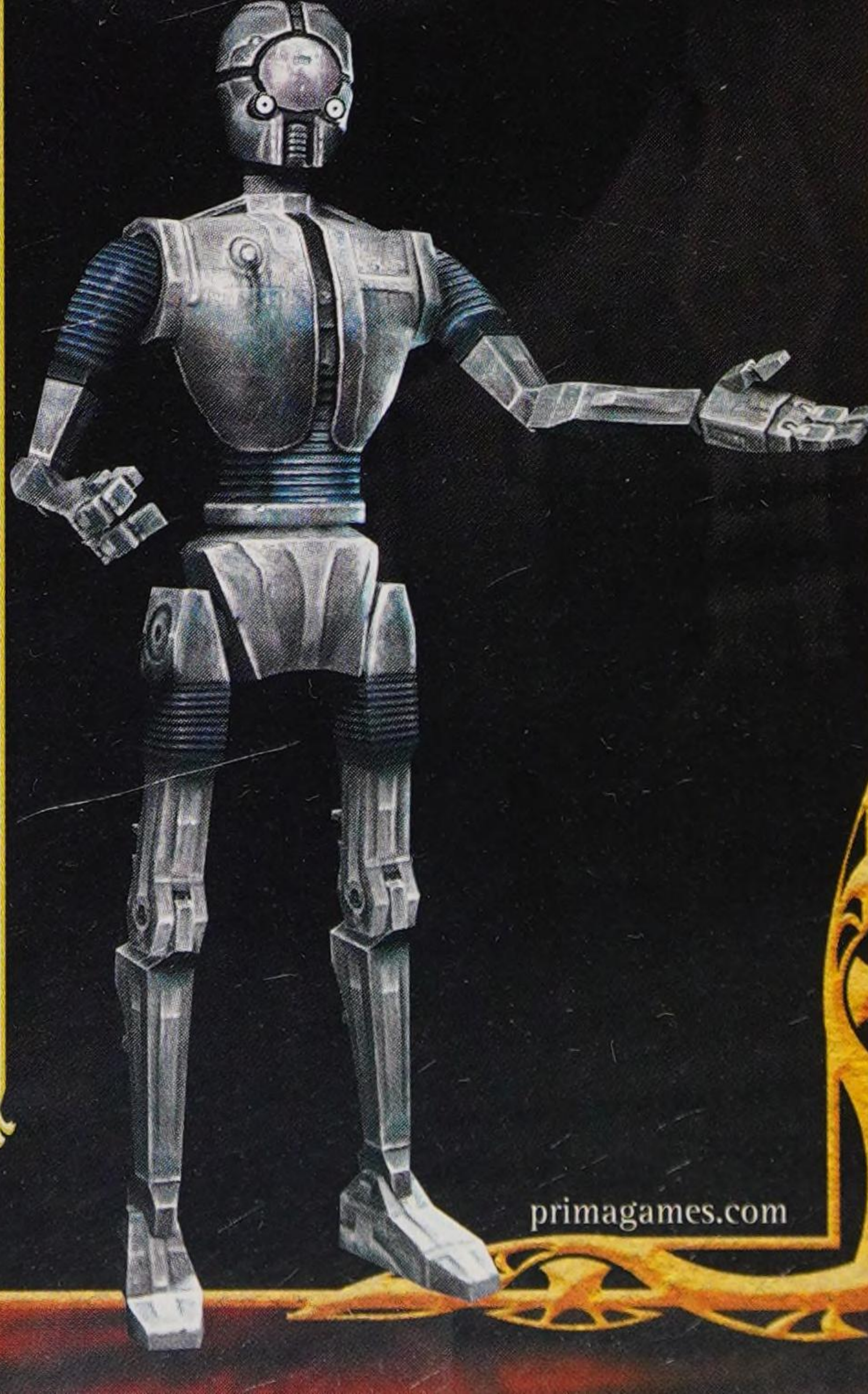
Green is the color of the Jedi Consular. This Jedi seeks to bring balance to the universe. They mediate between other groups, using their powers to end conflict and preserve peace.

You can take Dorak's advice or leave it.

With the crystal in hand, return to Master Zhar and talk to him. He shows you how to use the crystal to construct your lightsaber, which blazes to life when completed.

ZHAR LESTIN
DIALOG

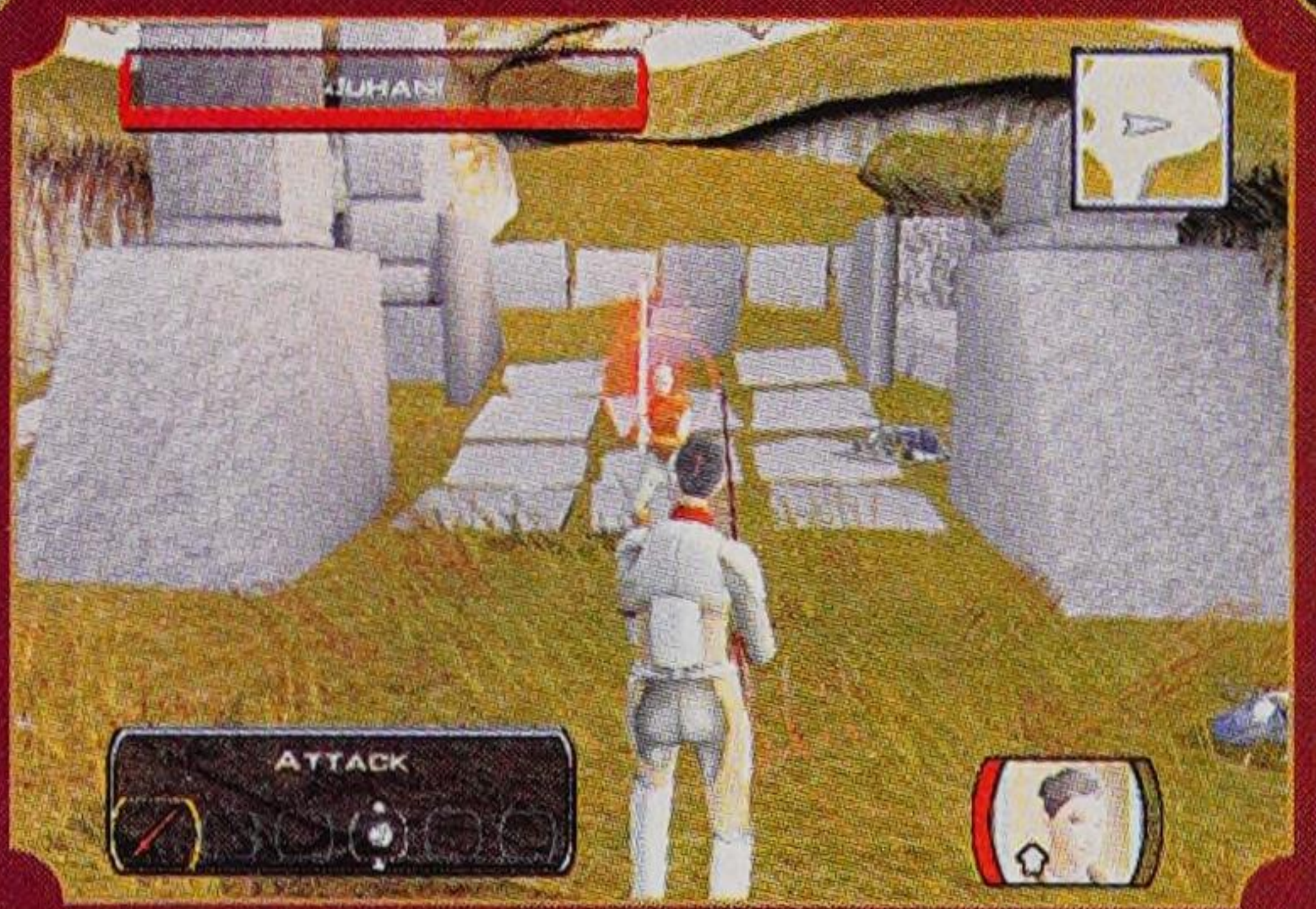
A Jedi isn't a Jedi until he's armed with a lightsaber.



Action 4: Purging the Ancient Grove

Zhar says that you must travel to the grove of meditation to the southeast and purge it of the dark side. Head for the exit to the outer courtyard and speak to the droid, who unlocks the door and allows you to pass.

Go to the grove, which is guarded by a pack of kath hounds, and battle a woman named Juhani. She uses her Jedi powers to paralyze the other members of your party, making it a one-on-one battle. Defeat the woman and she tells you to leave. At this point, you can convince her to return to the enclave for judgment, or fight and kill her. If you pursue the former course, she can be recruited as a party member later on, so keep the conversation pleasant, and give her the answers that include parts of the Jedi Code. (Refer to the Code in Action 2.) Pillfer the bodies of the two dead Mandalorians in the grove when you've finished with Juhani.

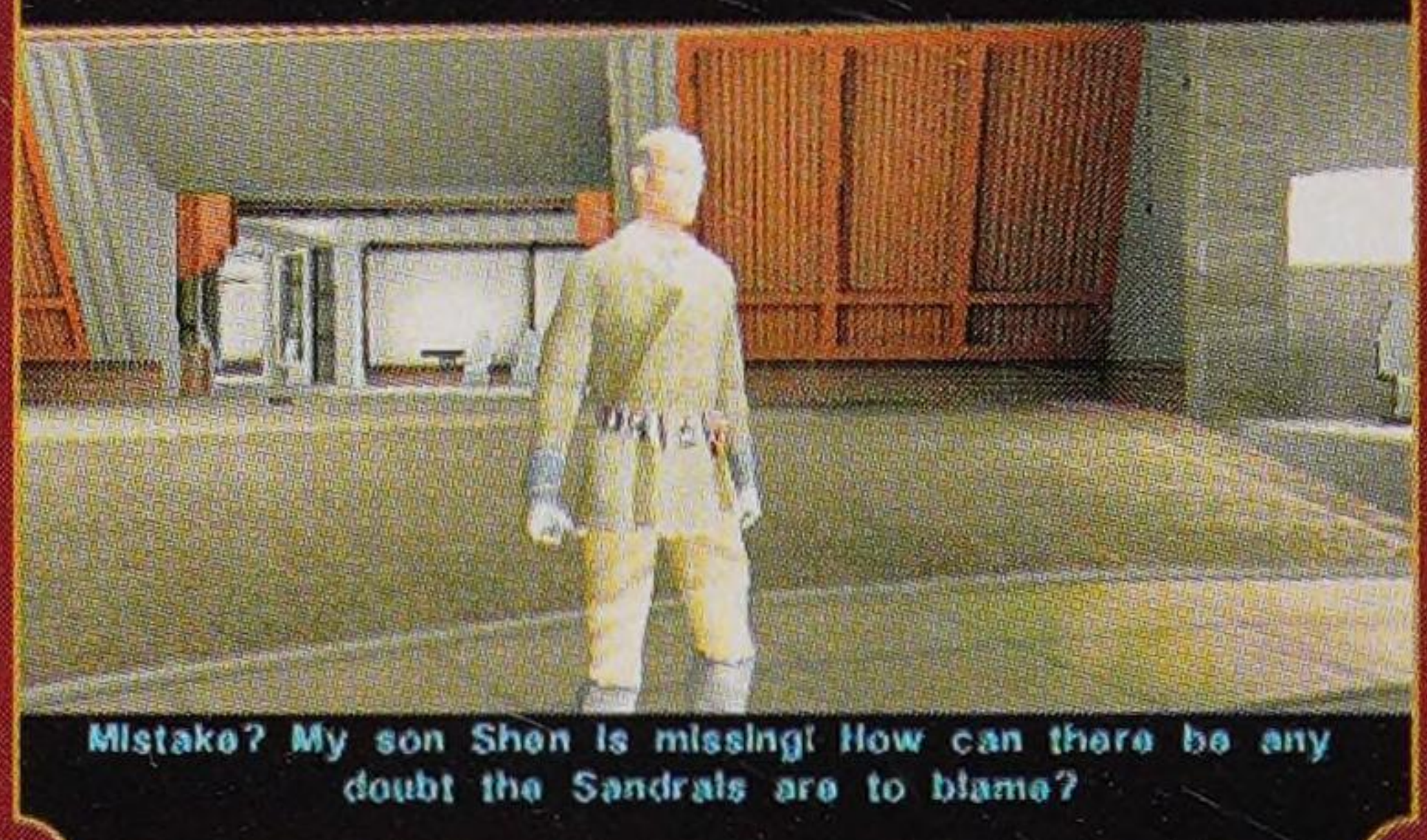


Juhani can be a valuable asset or a deadly foe.

Return to the Master after your encounter with Juhani and talk to him. You're now a full-fledged Padawan, and you've triggered the Jedi Council quest.

Action 5: Investigate Ruins

Talk to Master Dorak about the history of the Sith and the Jedi, then talk to Vandar, who sends you to investigate the Rakata Ruins and assigns Bastila to escort you. Immediately after this, a man named Ahlan Matale storms into the room. Ahlan tells the Council that the Sandral family has kidnapped his son; the Jedi promise to investigate the dispute, warning him not to take any rash actions. Agree to investigate on the Jedi's behalf and you're given the Sandral/Matale Feud quest.

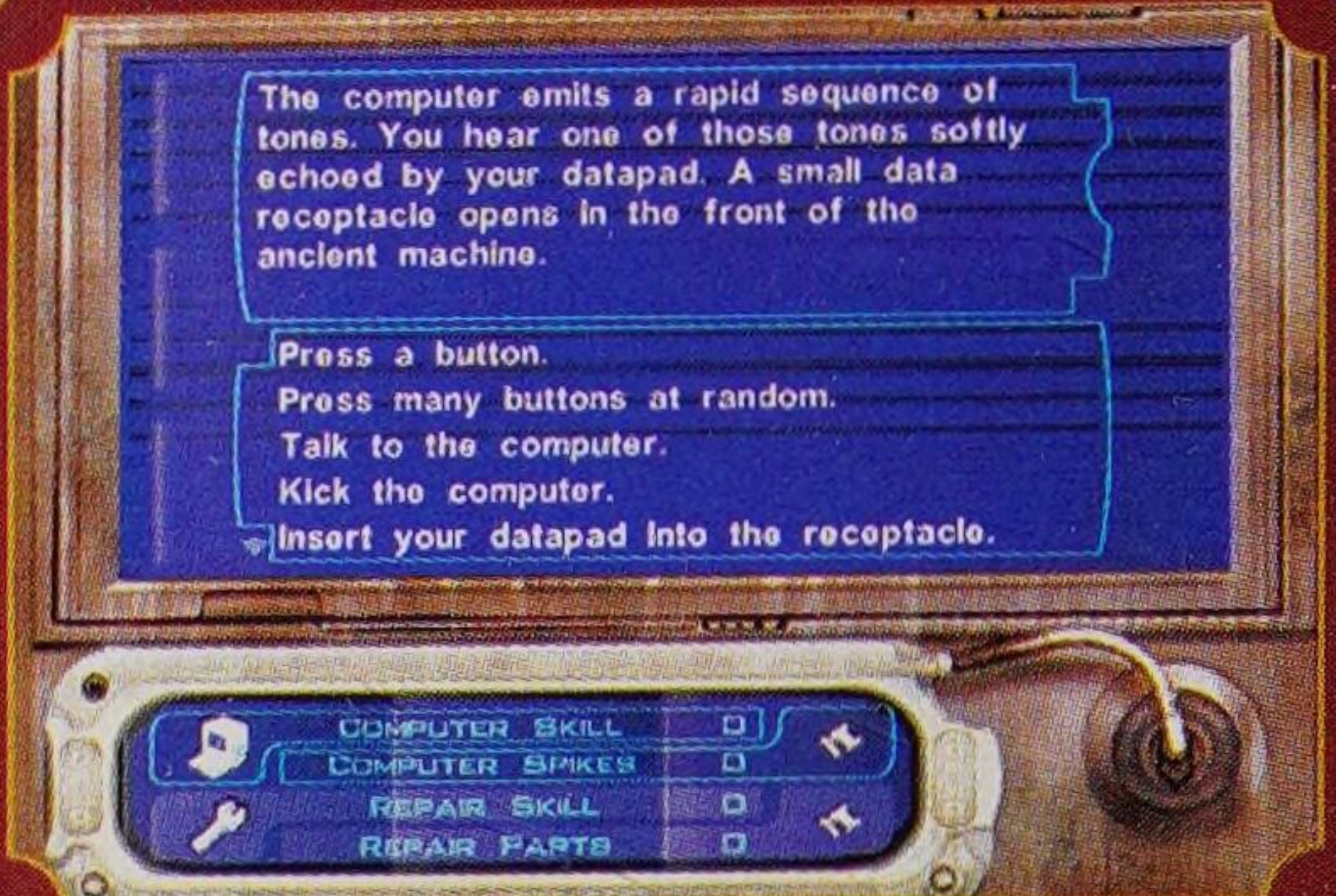


Mistake? My son Shen is missing! How can there be any doubt the Sandrals are to blame?

Ahlan Matale is not a happy man.

Travel to the Rakata Ruins, enter the central chamber, and speak with the ancient droid; try to ignore Nemo's corpse. The droid instructs you to enter the west and east chambers.

Go into the west chamber and destroy the guardian droid, then use the terminal. Talk to the computer, insert your datapad, and talk again to teach the terminal your language. The terminal asks for three death-giving seed world types: Barren, Desert, Volcanic. Go into the east chamber and repeat the process, this time giving it the names of three life-giving worlds: Arboric, Grassland, and Oceanic. Return to the ancient droid, which opens the sealed door.



The computer emits a rapid sequence of tones. You hear one of those tones softly echoed by your datapad. A small data receptacle opens in the front of the ancient machine.

Press a button.
Press many buttons at random.
Talk to the computer.
Kick the computer.
Insert your datapad into the receptacle.

Teach the ancient terminals your modern language.

Walk south into the star chamber and toward the star map, which activates automatically. Talk to Bastila about what it means, then return to the Jedi Council and tell them of your findings. If you didn't kill Juhani at the grove, you now can recruit her into your party.

Juhani		
Class: Jedi Guardian		
LEVEL	VITALITY	DEFENSE
6	78	16
Abilities		
Stealth, Awareness		

Return to the *Ebon Hawk* and use the galaxy map in the cockpit. You can fly to any of the four planets: Korriban, Manaan, Kashyyyk, or Tatooine. At this point, you can also engage in three quests specific to the *Ebon Hawk*, which are described elsewhere in this guide.

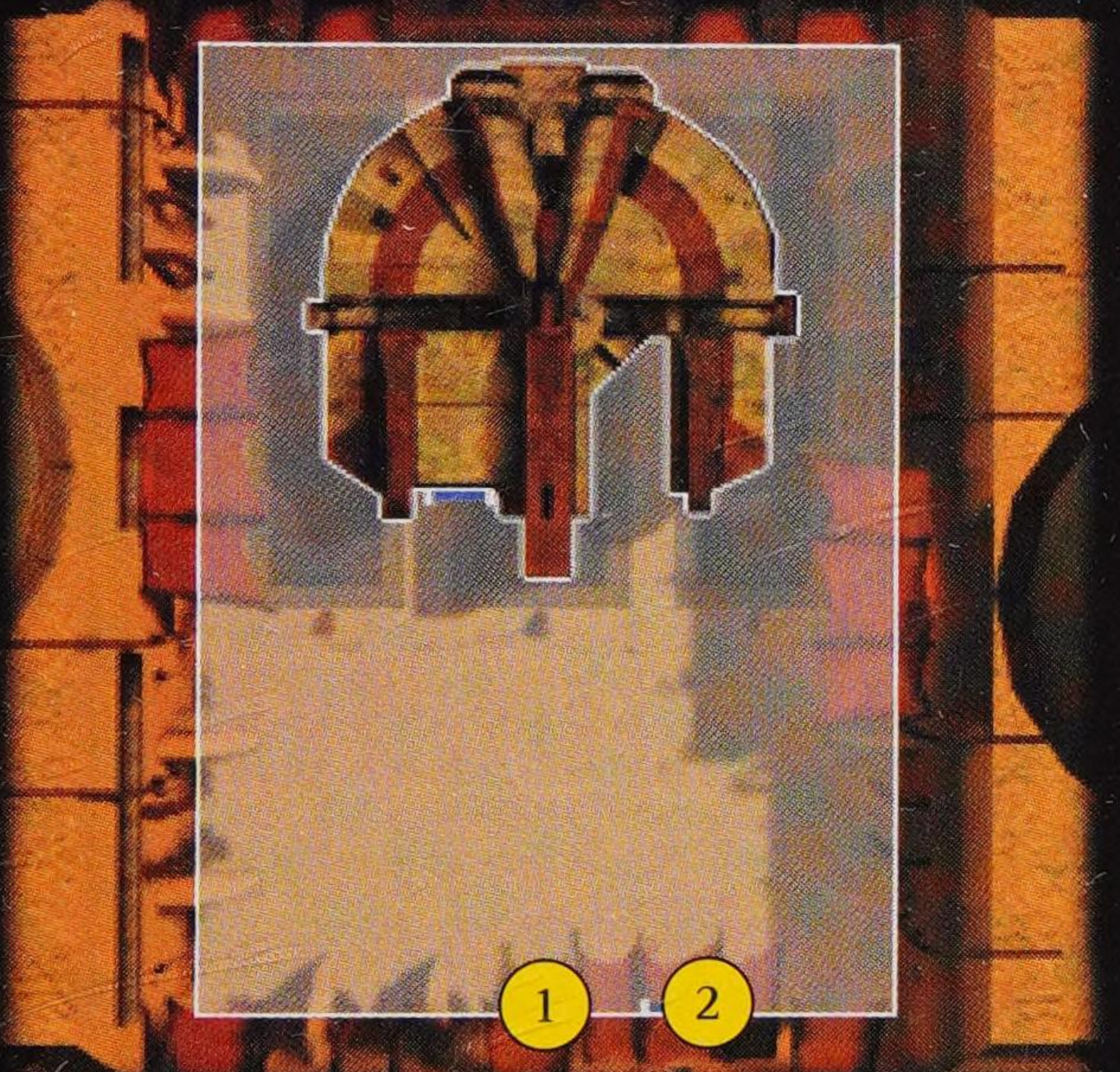
Tatooine

Mission Overview

The desert planet of Tatooine was originally thought to be rich in mineral resources, and this led the Czerka Corporation to commence mining operations on the surface. Unfortunately, the mine soon stopped producing, leaving the Czerka Corporation with a dust bowl devoid of interest. To recoup its losses, the company promoted Tatooine as a hunting and game reserve; the tiny miner's settlement of Anchorhead was to be the center of operations, while giant sandcrawlers scrape for any remaining ore. Concurrently with this scheme, the Czerka Corporation ruthlessly purged the surrounding desert of the indigenous Sand People. The fiercely proud Sand People now resent any alien life and do their best to purge the area of those who threaten their nomadic existence. Against this backdrop you are plunged into an adventurous search for your next star map. The hunt is officially on.

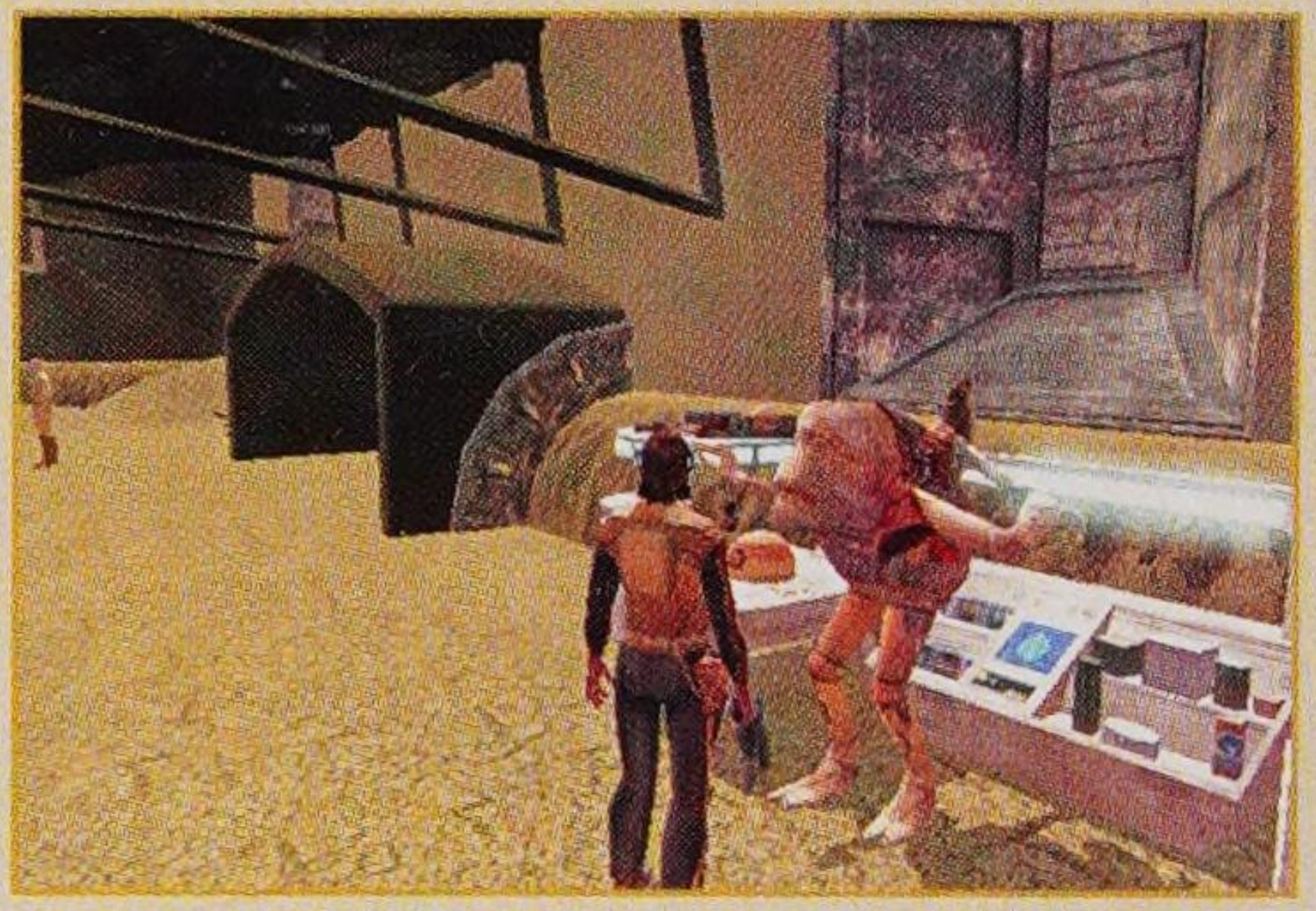
Area Overview 1: Space Port Docking Bay

Docking Bay



Landing at the Tatooine docking bay is straightforward, and after supplying the necessary funds to the customs officer, you receive an unwanted package (see the *Ebon Hawk* sidequest "The Trouble with Gizka") before being allowed to move about the bay. Locate the footlockers if you want to "appropriate" equipment, or visit the Sorjus named Mic'Tunan'Jus Orgu and his fair-priced equipment (Waypoint 1). Should you need bantha fodder later in your Tatooine expedition, buy it from him. Exit via the southern doors (Waypoint 2), into the town of Anchorhead.

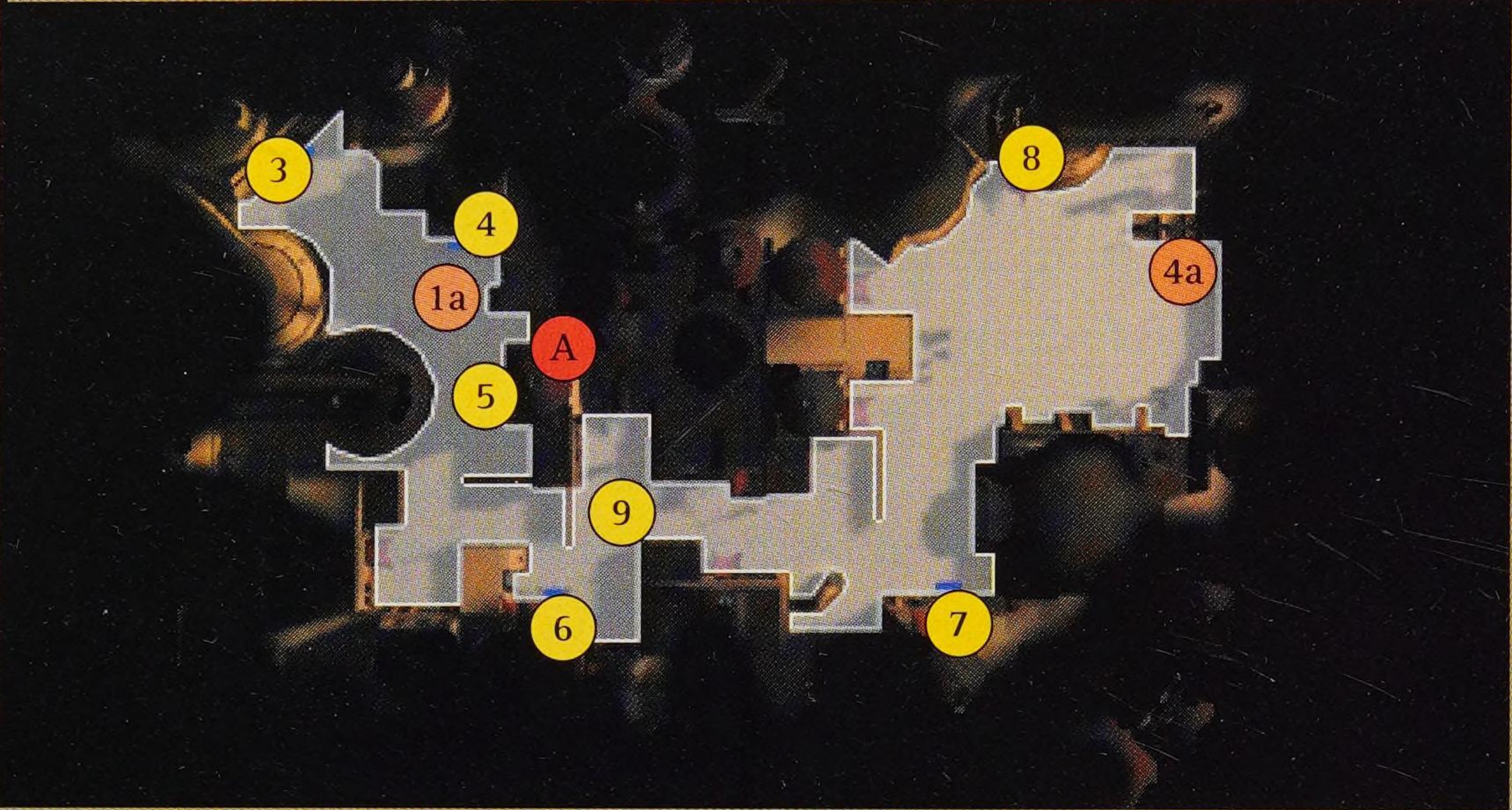
SPACE PORT MERCHANT: MIC'TUNAN'JUS ORGU SORJUS SUPPLIES



Item (number available)	Cost (Credits)
Life support pack (4)	150
Advanced medpac (∞)	80
Antidote kit (∞)	49
Medpac (∞)	40
Advanced aural amplifier	400
Verpine headband	200
Bothan sensory visor	150
Breath mask (3)	100
Arkanian energy shield	700
Sith energy shield (2)	350
Energy shield (4)	140
Nerve amplifier belt	1,000
Verpine cardio-regulator	200
Stealth field generator	100
Retinal combat implant	750
Nerve enhancement package	500
Adrenal alacrity (∞)	50
Adrenal stamina (∞)	50
Adrenal strength (∞)	50
Gizka poison (∞)	9
Bantha fodder (∞)	10

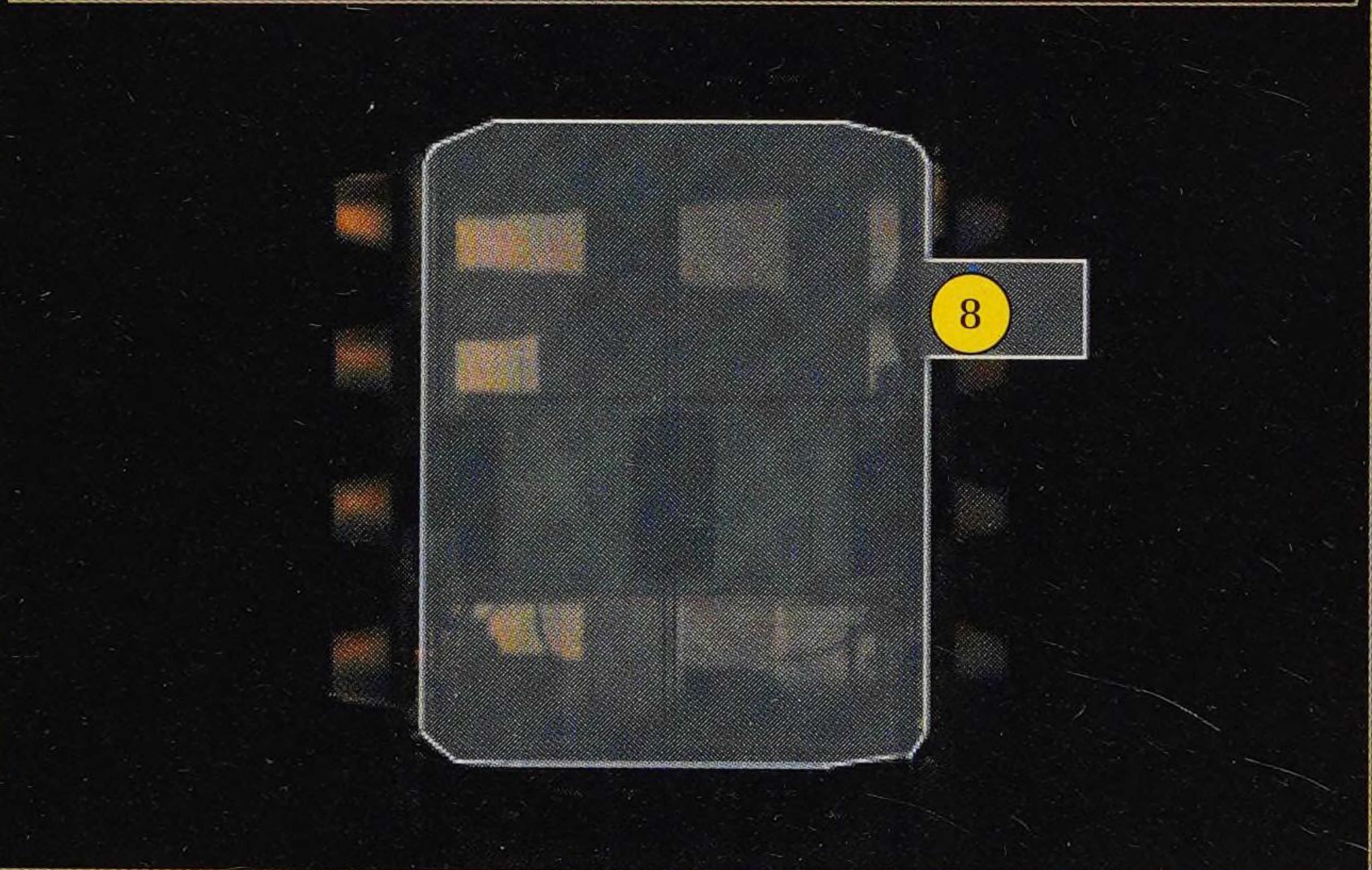
Area Overview 2: Anchorhead

Anchorhead Main Street

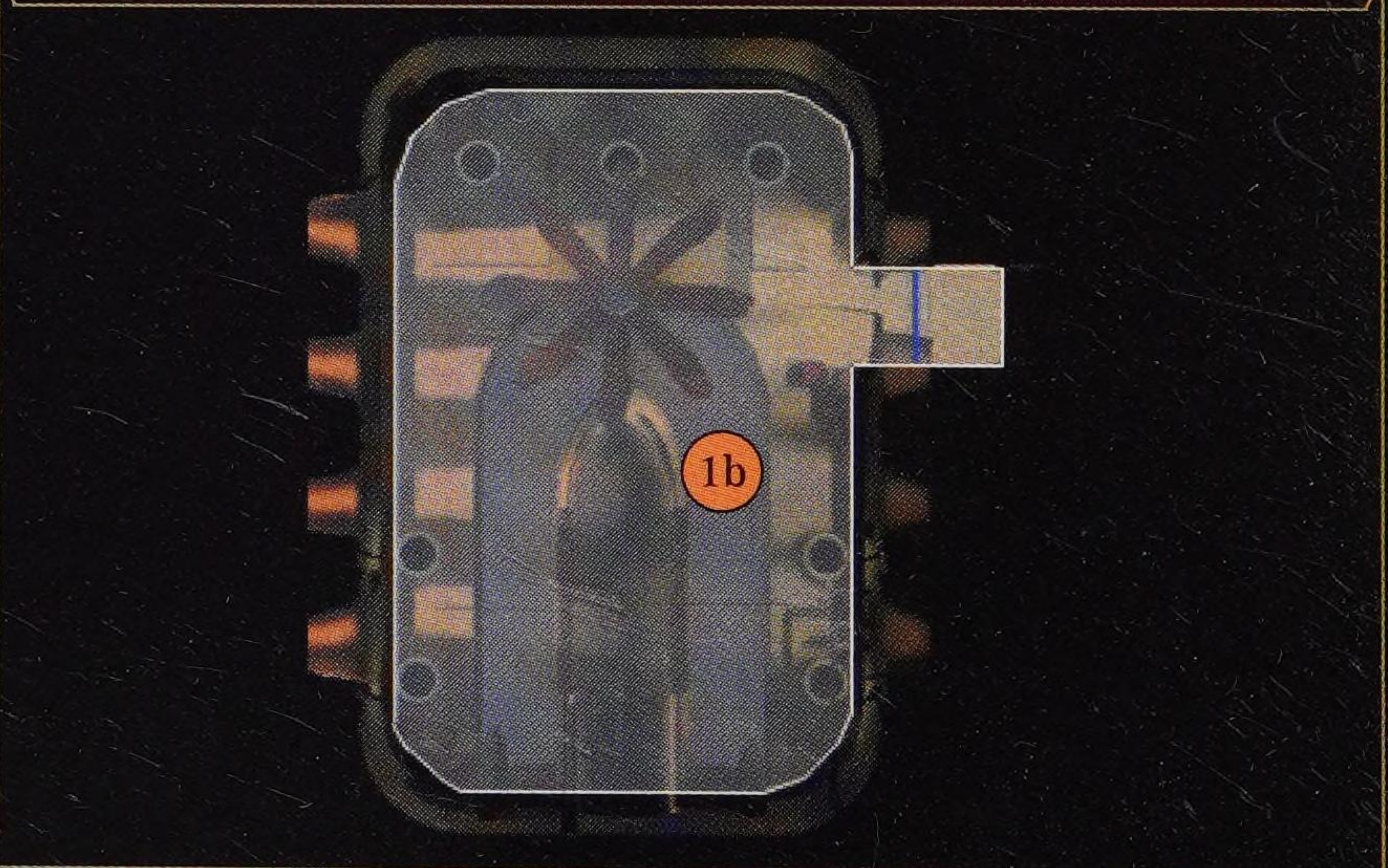


Anchorhead is a bustling market town, home to small-league swoop bike racers, big-time big-game hunters, and numerous other merchants and dwellers attempting to make their way or peddle their wares. When you enter this place (from Waypoint 3), you'll be struck by

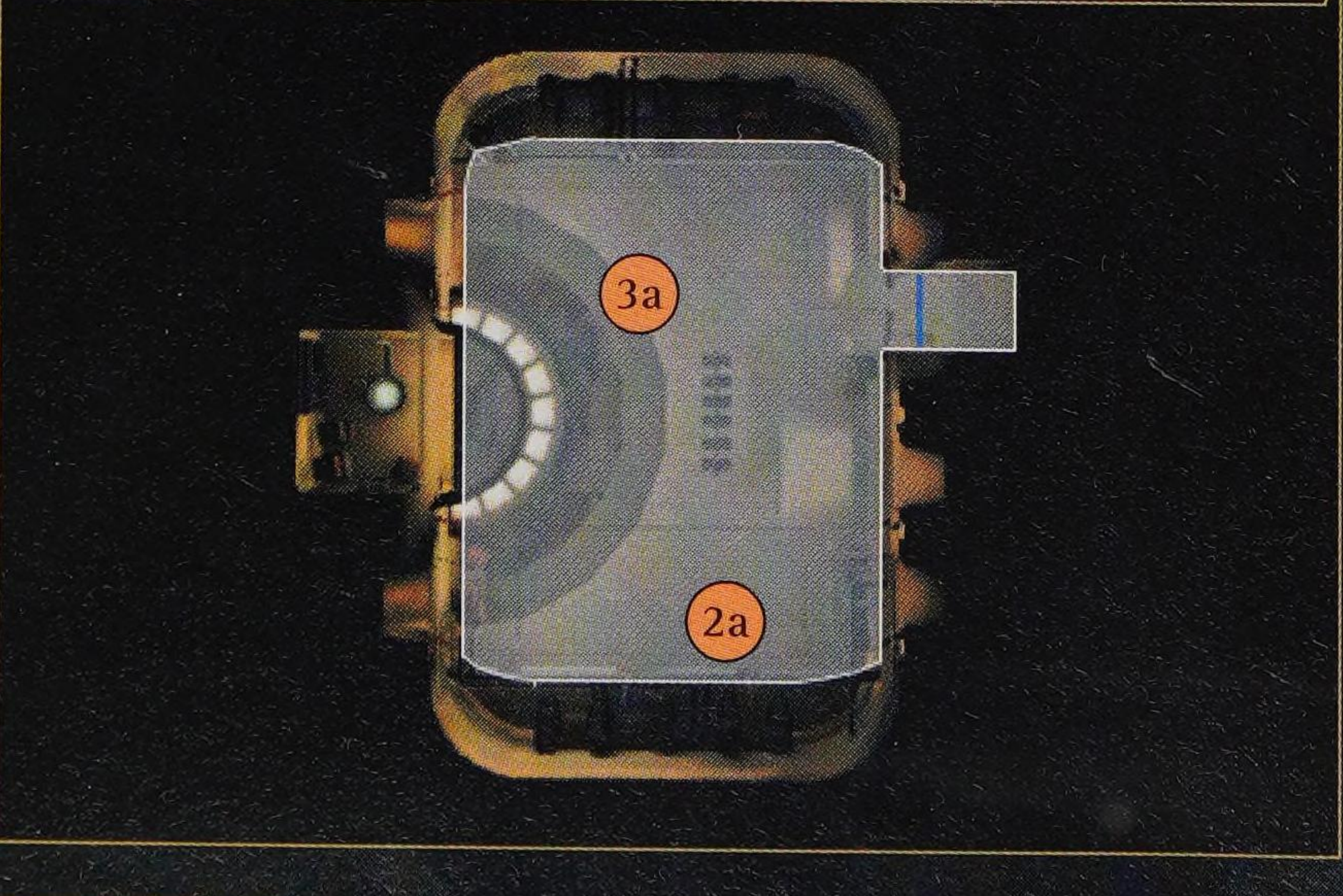
Droid Shop



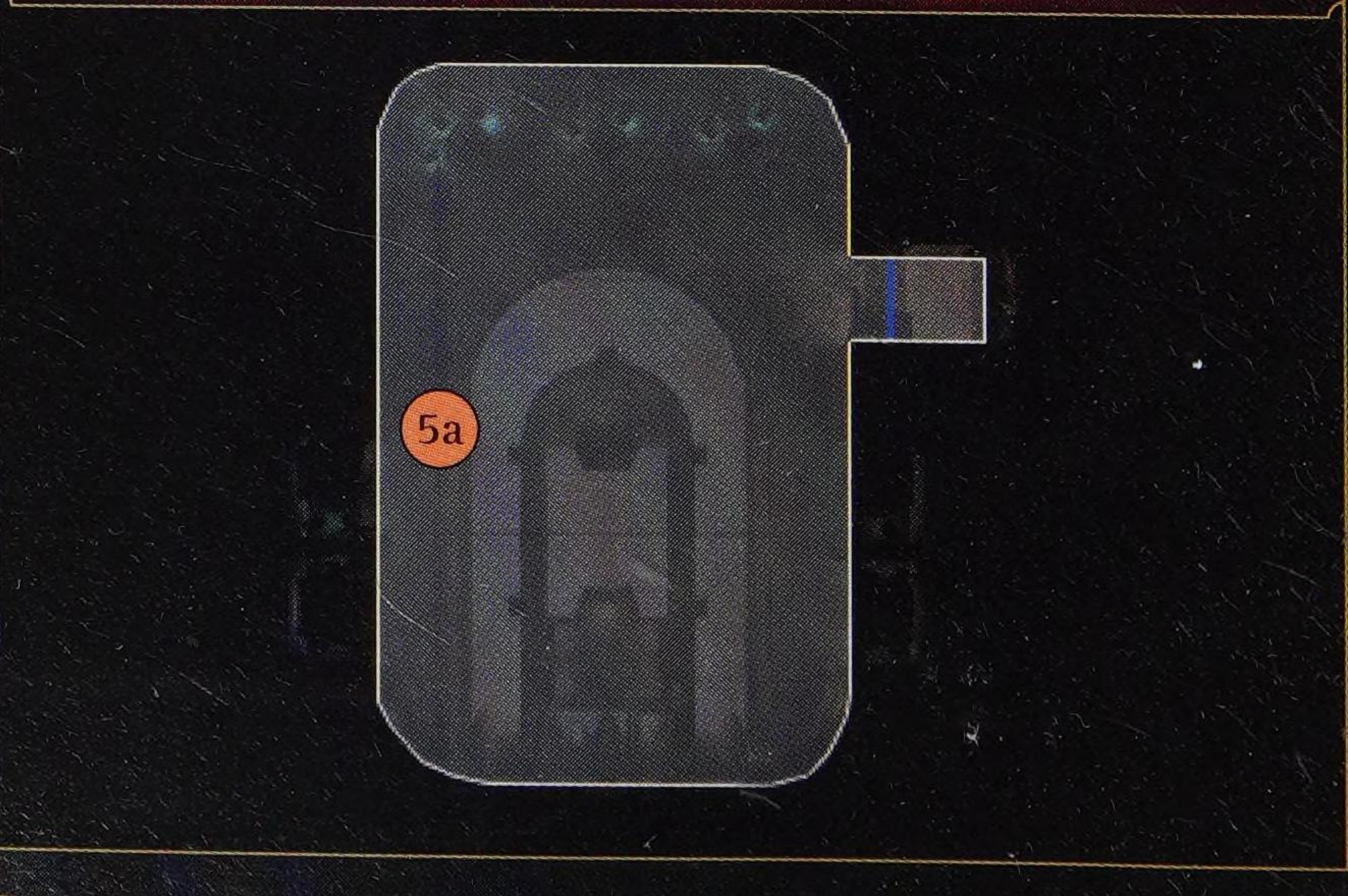
Podracing Registration



Czerka Corporation



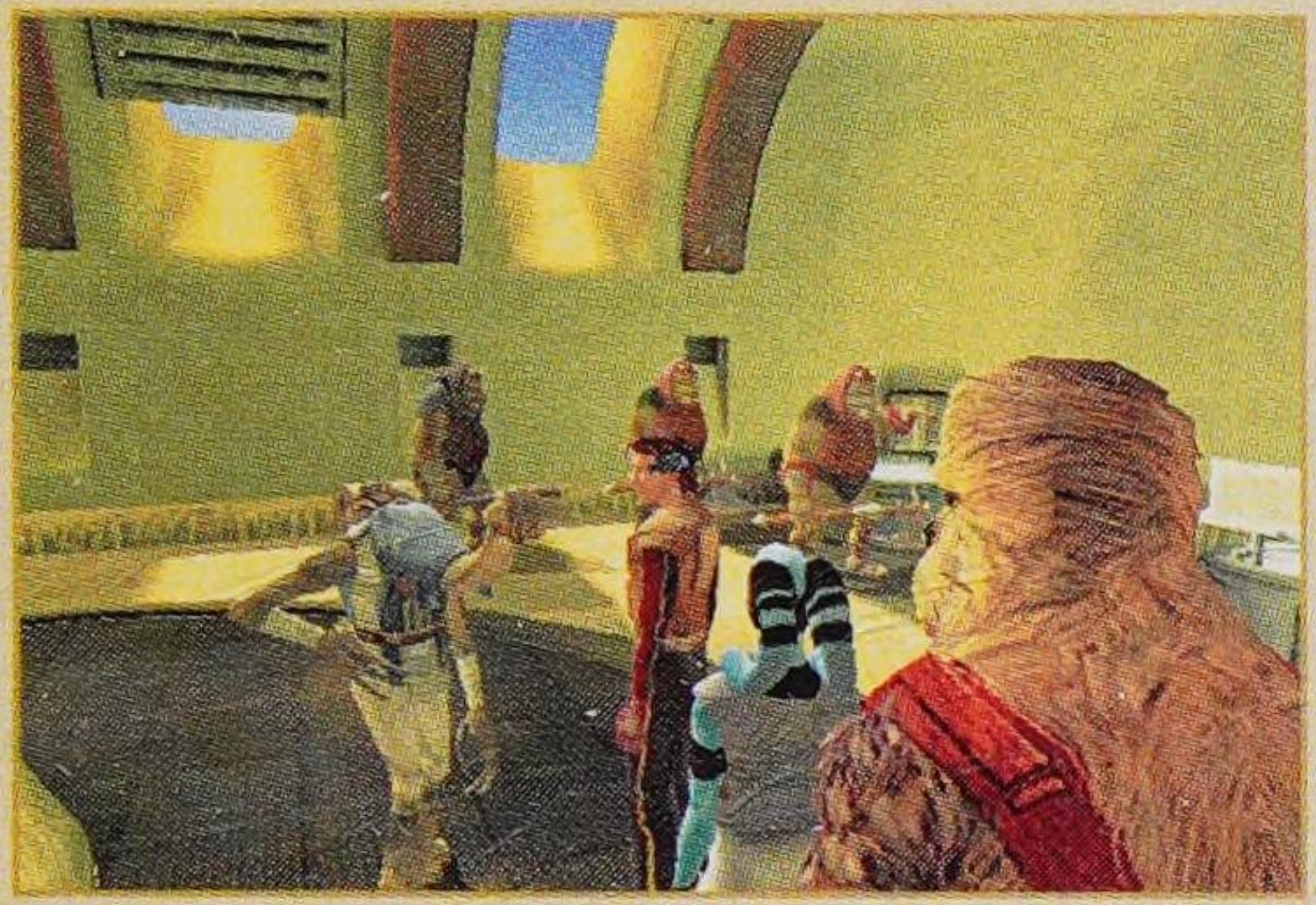
Cantina



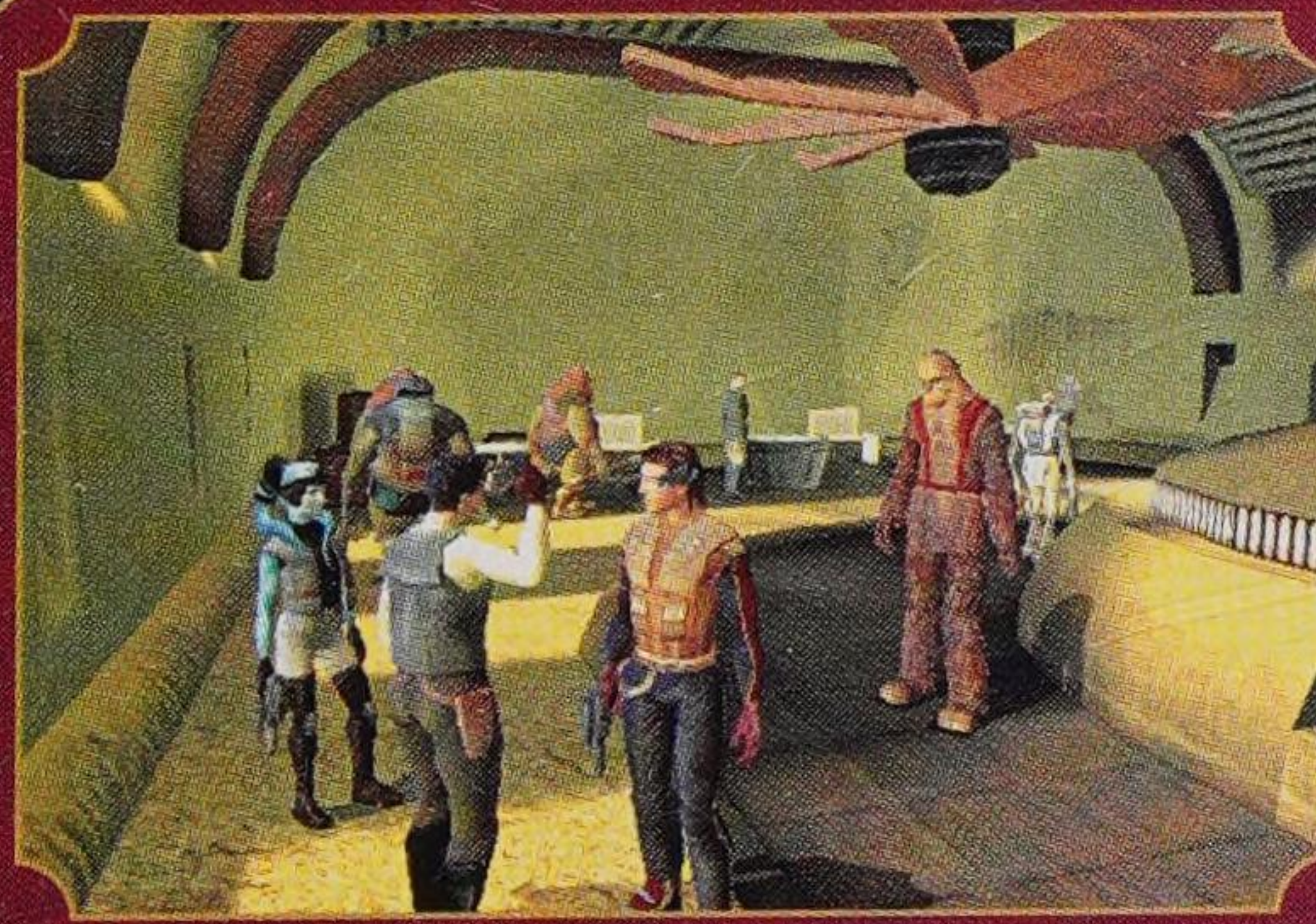
the variety of animals and aliens that thrive in the close environment of the town's crowded streets. The first main building is the Hunter's Lodge (Waypoint 4), run by an Ithorian named Fazza Utral. He has reasonably priced equipment, plus one or two esoteric pieces you may find impressive or interesting.

FAZZA UTRAL HUNTER'S LODGE

NOTE – Fazza sells to you only after you retrieve the hunter's license from the Czerka Corporation.



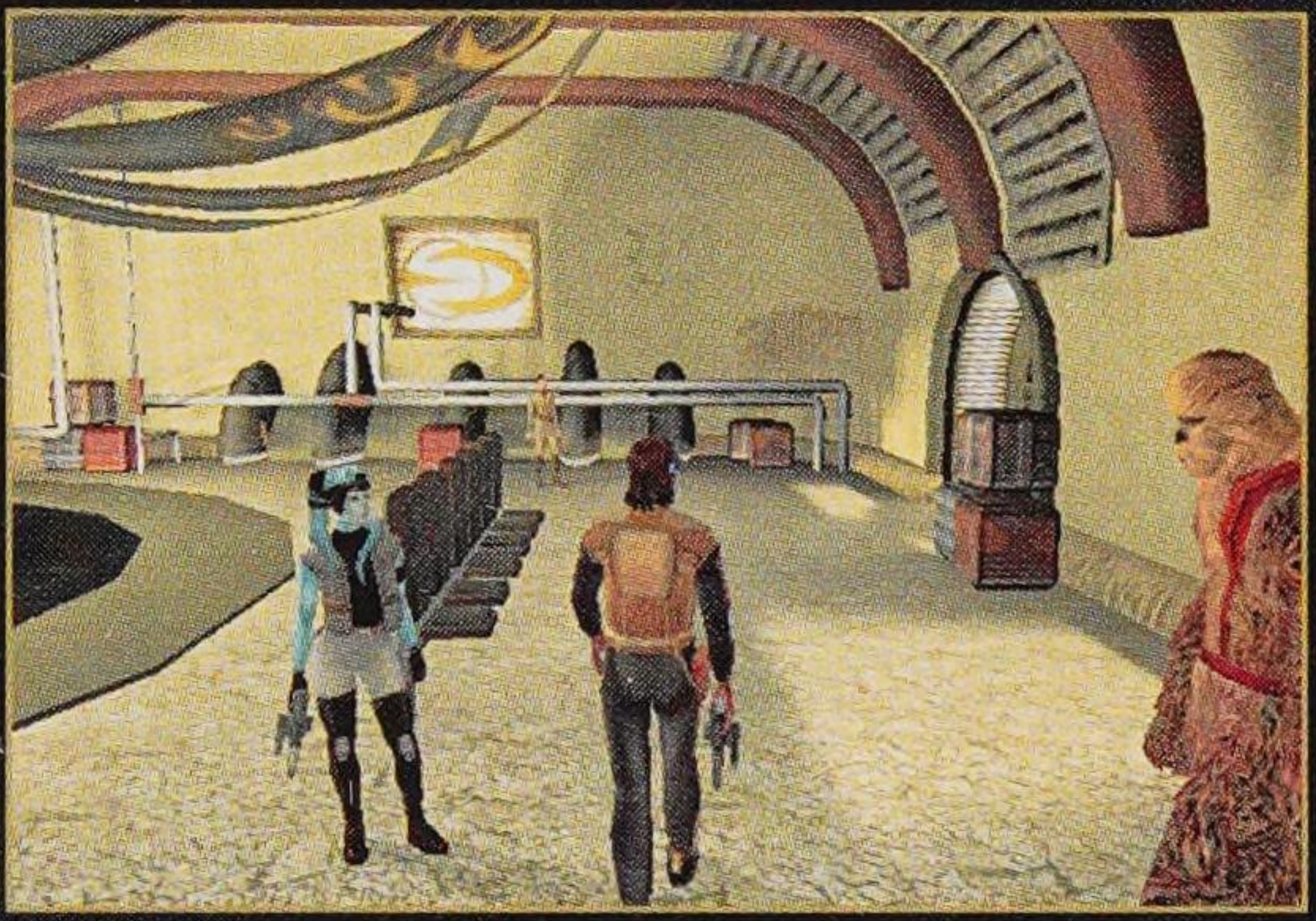
Item (number available)	Cost (Credits)
Advanced medpac (10)	80
Antidote kit (∞)	49
Medpac (∞)	40
Jurgan Kalta's carbine	4,500
Blaster carbine	500
Ion rifle (2)	400
Sonic rifle	400
Blaster rifle (∞)	300
Armor reinforcement	350
Scope	200



Dorak, Komad, Tanis, and a trio of unruly Gamorreans

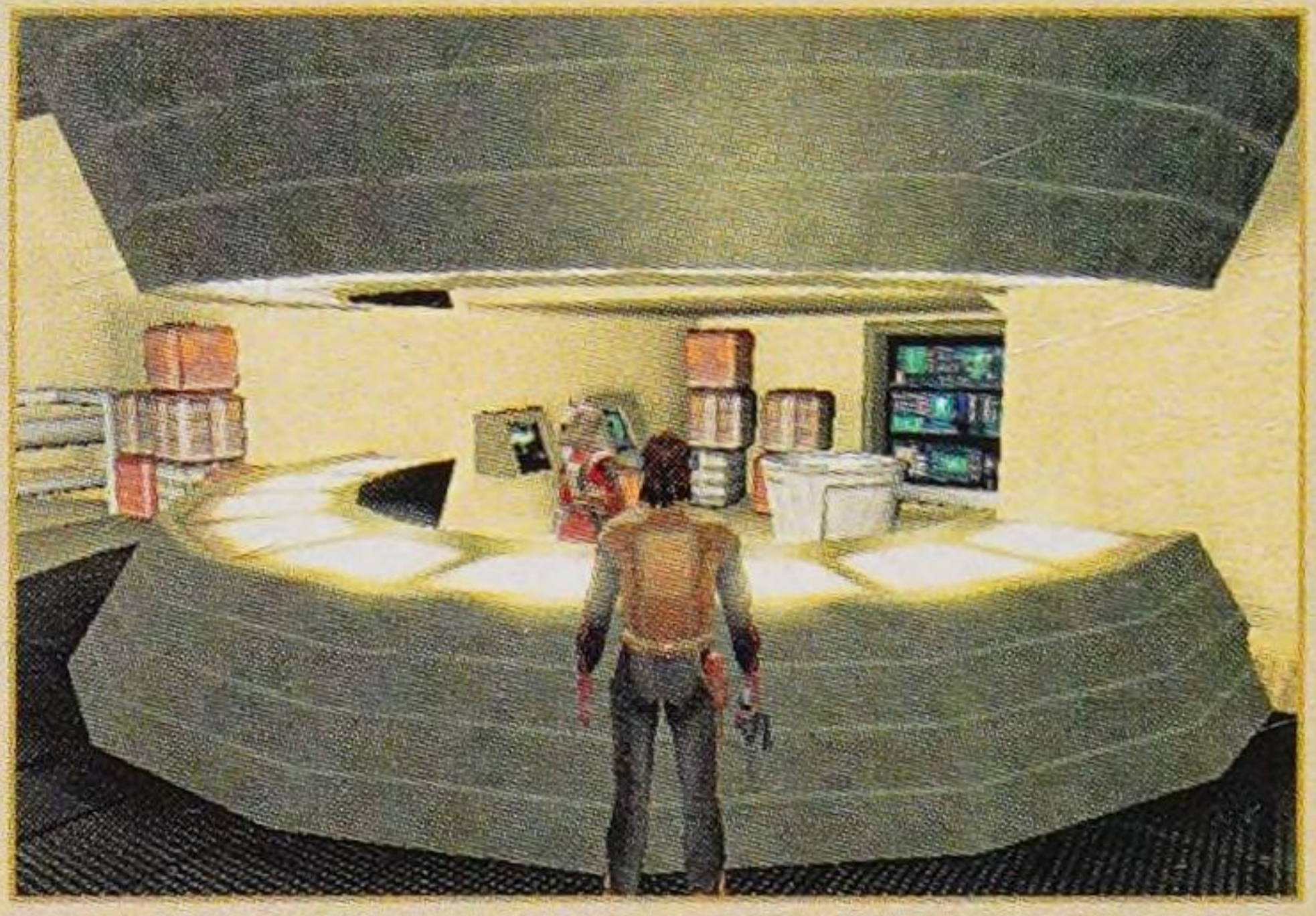
In the lodge, all the hunters will react to you differently and will have more to say if you become a swoop bike racer, are ambushed by Gamorreans, or defeat the fabled krayt dragon (you might want to revisit this place throughout your Tatooine adventure!). Dorak Quinn and Komad Fortuna are the friendliest of the bunch.

Fazza Utral will purchase any items you may acquire along your travels, especially if you retrieve a dragon pearl from the krayt dragon and need to make extra credits. Tanis Venn is also in this lodge, unaware of the plot to dispatch him (Sidequest 5). Finally, there are three boisterous Gamorreans (Gurke, Narkal, and Ugzak) who are rude, but stop short of extreme offense. They cross the line later, when they attempt to ambush you in the Dune Sea.

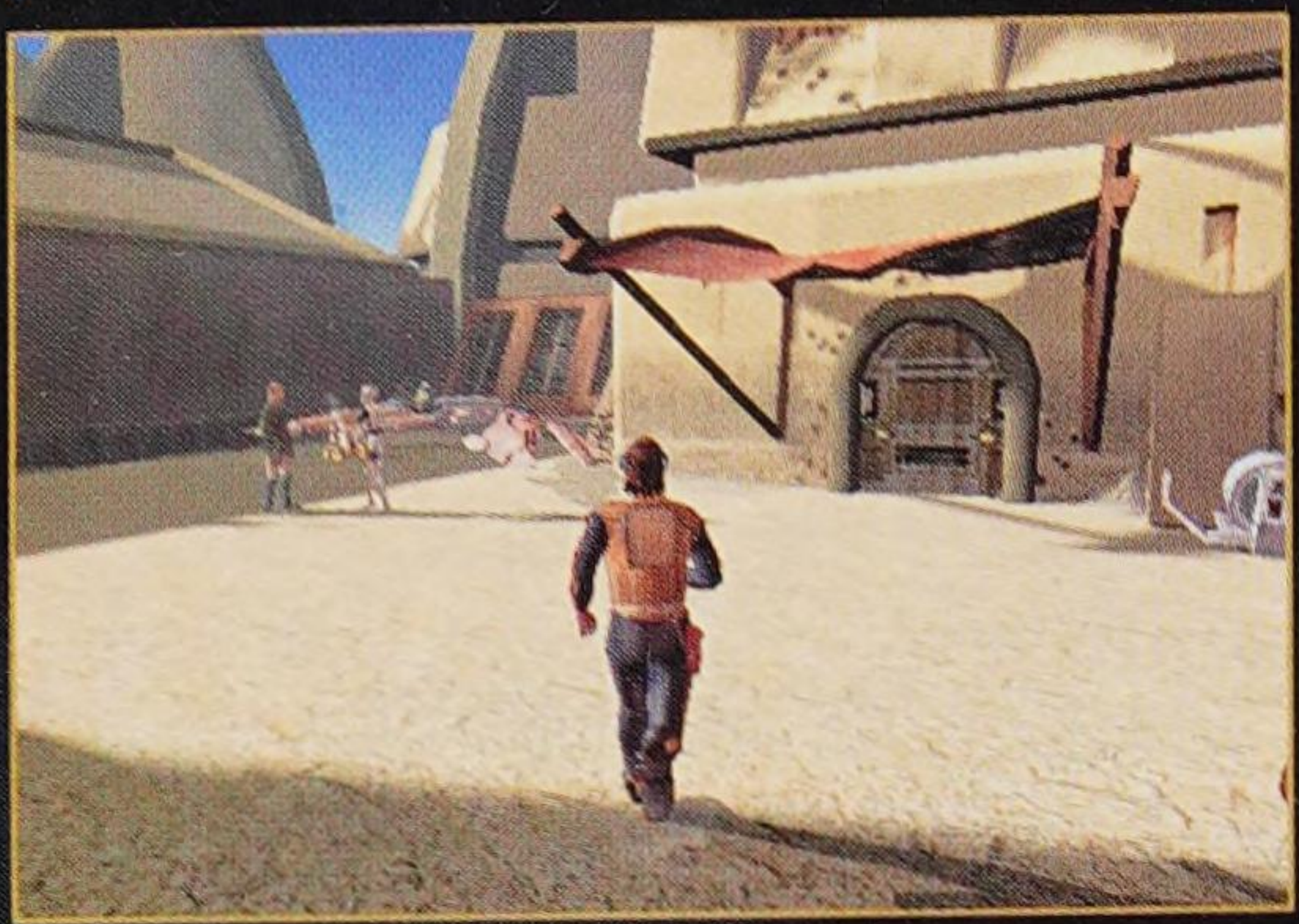


To the south of Hunter's Lodge is the Czerka Corporation's Anchorhead office (Waypoint 5), staffed by a woman officer and a Rodian whose shop stocks an assorted finery (particularly the expensive armor pieces). Greeta Holda isn't too keen on her Czerka overseer and will serve you with a moisture vaporator should you need one to appease the Sand People. Make this office your first stop in your main quest because a hunter's license is obtained here.

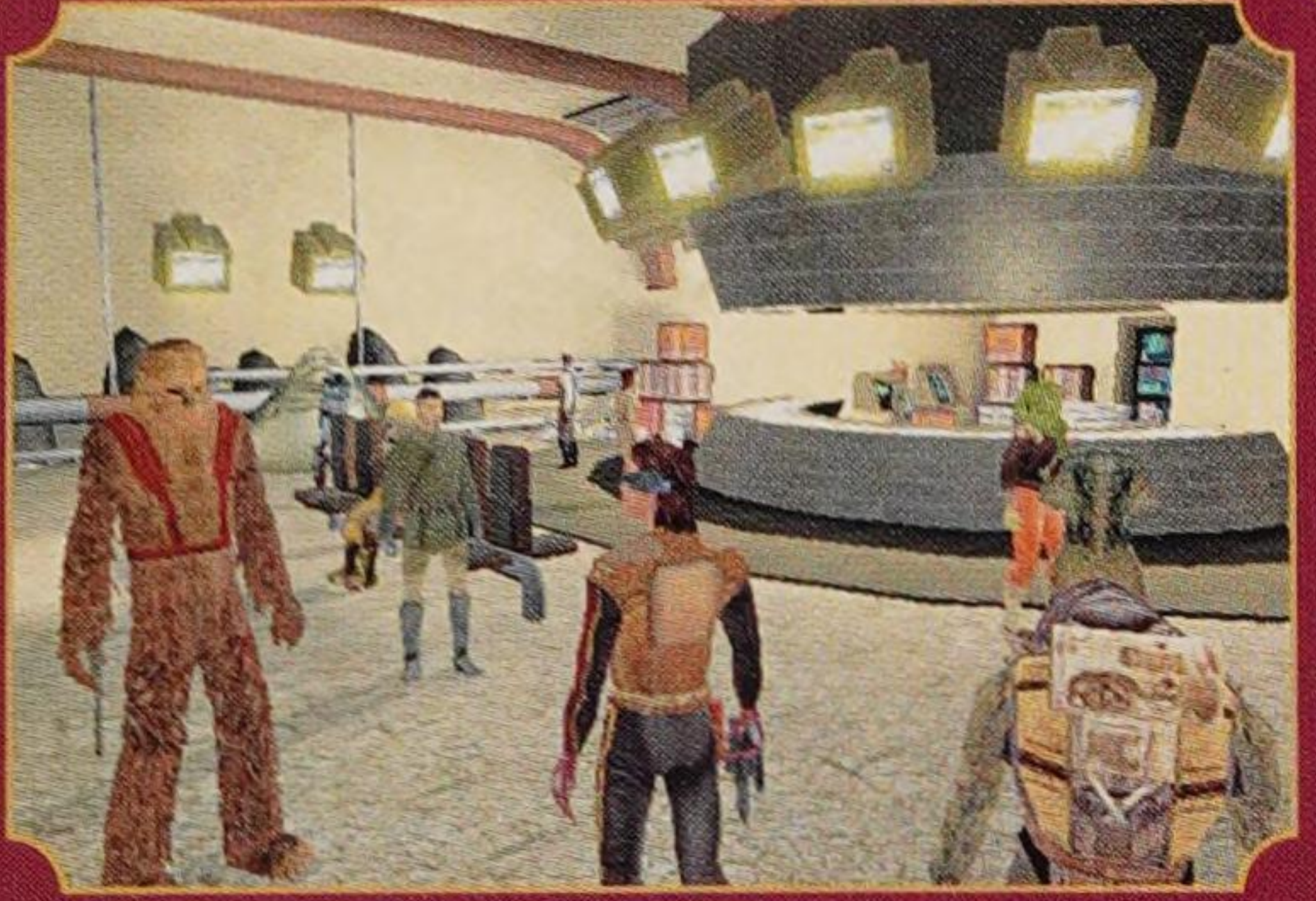
GREETA HOLDA'S OFFICIALLY SANCTIONED SUPPLIES



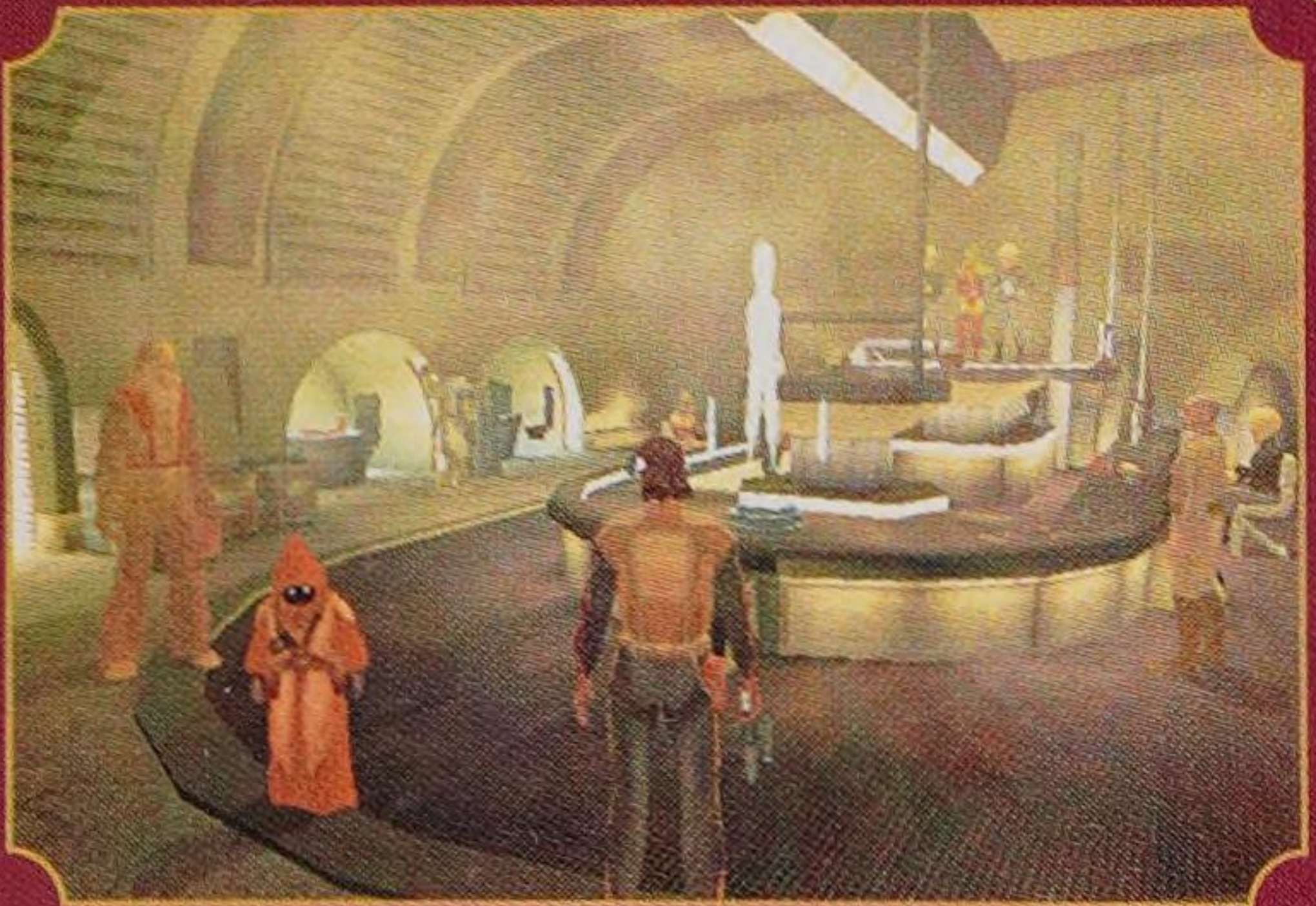
Item (number available)	Cost (Credits)
Life support pack (6)	150
Advanced medpac (∞)	80
Antidote kit (∞)	49
Medpac (∞)	40
Computer spike (∞)	250
Zabrak battle armor	2,000
Echani battle armor	1,750
Zabrak combat suit	750
Military suit (3)	150
Heavy combat suit	100
Combat suit	50
Powered light battle armor	3,000
Powered battle armor	2,000
Vibrosword	80
Mandalorian heavy pistol	2,000
Hold out blaster	100
Plasma grenade (∞)	1,000
Thermal detonator (2)	480
Poison grenade (∞)	130
Sonic grenade (∞)	130
Ion grenade (∞)	130
Adhesive grenade (∞)	130
Concussion grenade (∞)	80
Breath mask (∞)	100
Motion detection goggles	100
Energy shield (∞)	140
Sound dampening stealth unit	200
Average flash mine (5)	250
Average frag mine (5)	250
Average gas mine (5)	250
Average plasma mine (5)	250
Mesh underlay	300
Moisture vaporator (2)	400



As the main street turns east, enter the swoop bike registration area (Waypoint 6), where you meet Motta the Hutt and a host of swoop bike racers. These include Zoriis Bafka and Yuka Rill, who have posted times to beat. All the information about this area is detailed in Sidequests 2 and 3, where you discover that you can swoop bike race without fear of destruction and attempt to convince a young swoop pilot named Nico Senvi to sign up (or ignore the contract offers of) Motta.



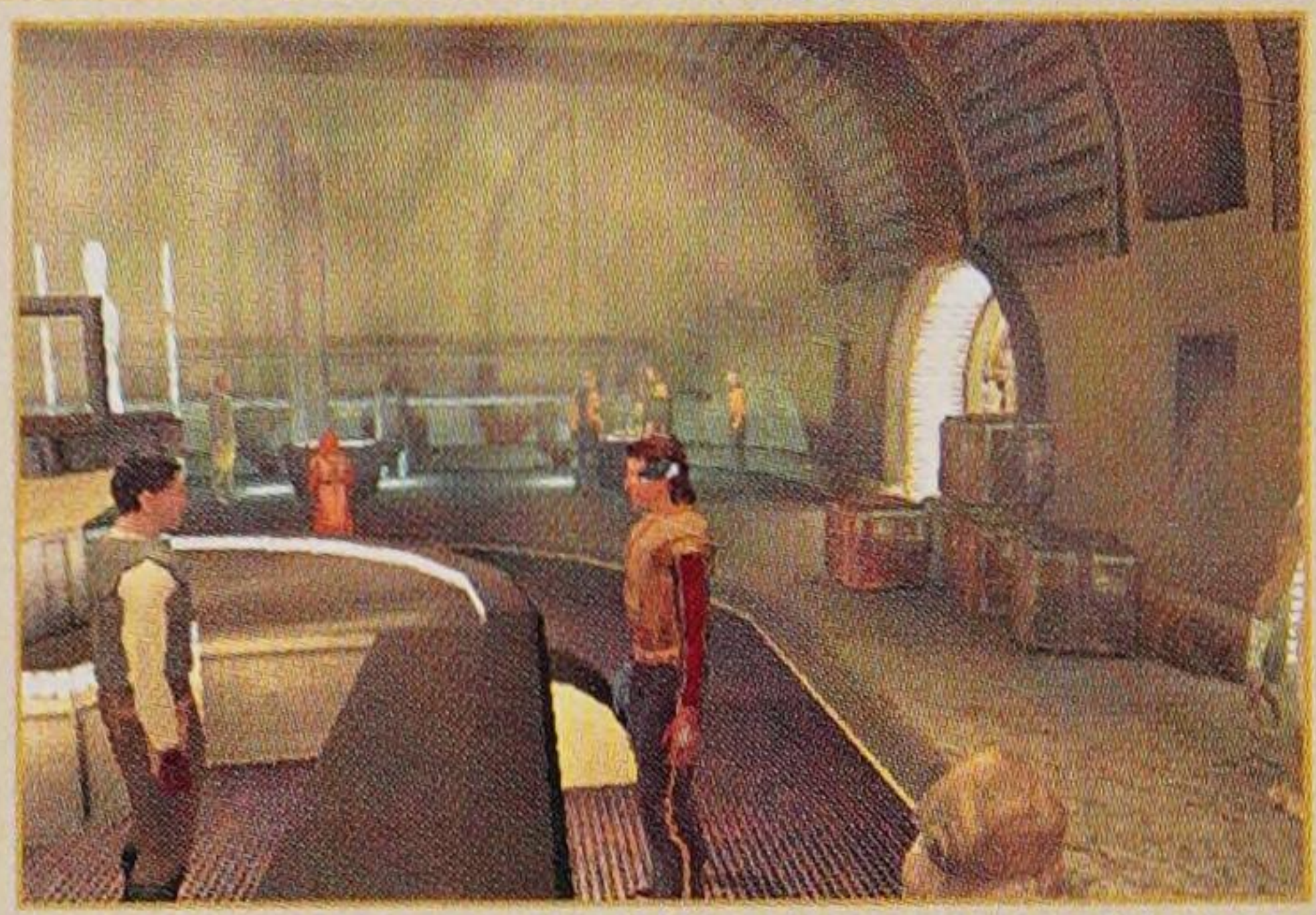
Motta and his motley crew.



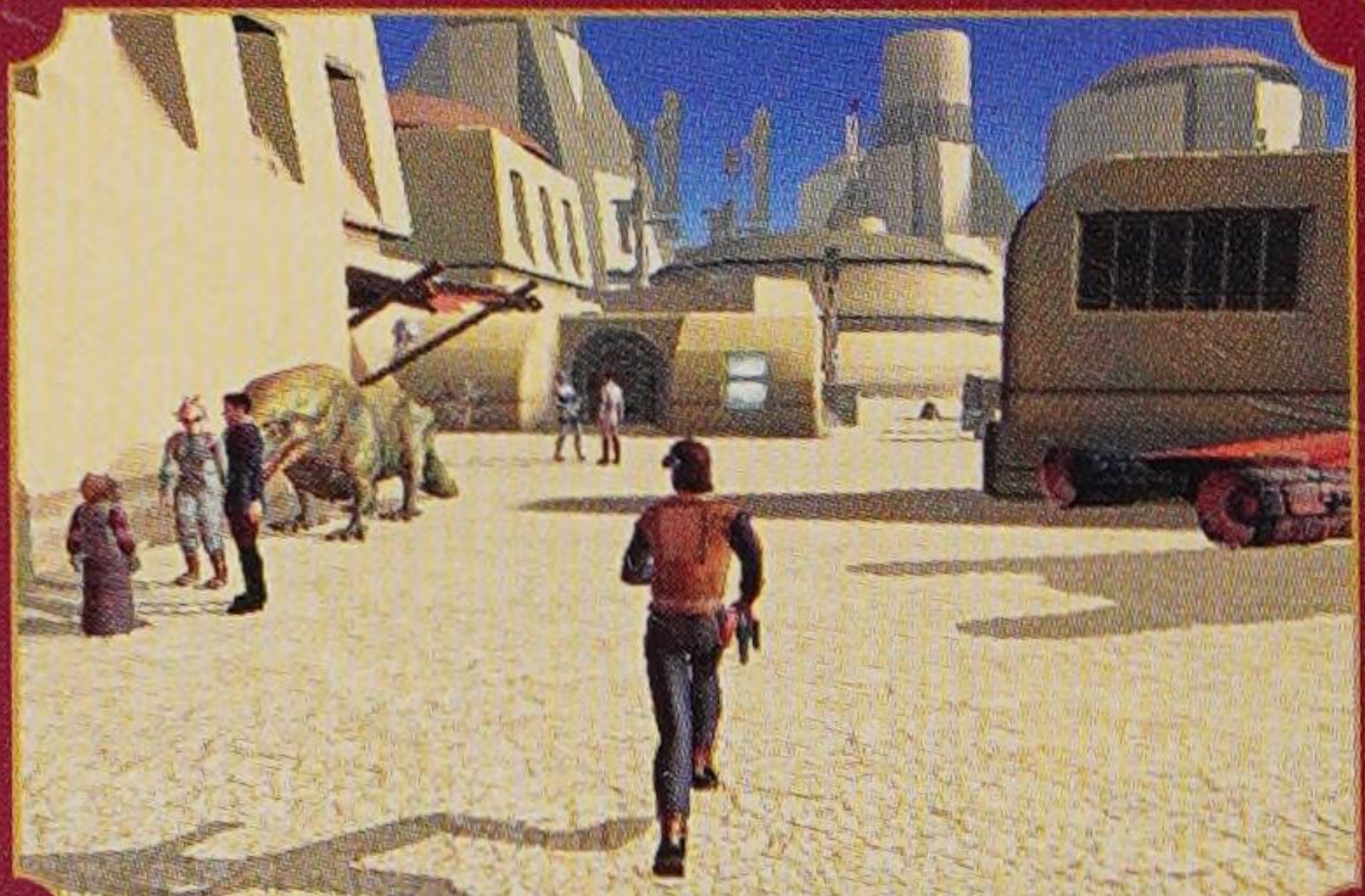
Anchorhead cantina at happy hour.

Heading east of the swoop bike registration area is Anchorhead's cantina (Waypoint 7), a murky, dirty bar with little privacy. The cantina is run by a gruff human called Junix Nard. He's curt but can give out some useful information. Also present is a human known as Gandroff, whose best swoop bike racing days are behind him. Then there's Furko Nellis, a handy Pazaak player who challenges you to one of the few nonlethal sports on this world. The remaining patrons are a mixture of aliens (including scurrying Jawas) or insufferable Czerka officials. See Junix if you're after some of his paltry item collection.

JUNIX NARD'S CANTINA BLACK MARKET TRADER



Item (number available)	Cost (Credits)
Advanced medpac	80
Medpac (∞)	40
Security spike tunneler (6)	200
Security spike (∞)	100
Bothan Chuka	480
Krath blood blade	230
Vibroblade	80
Bothan quick draw	1,000
Mandalorian blaster	750
Sonic pistol	200
Stabilizer gauntlets	300
Advanced stealth unit	500
Hair trigger	150
Gizka poison (∞)	9



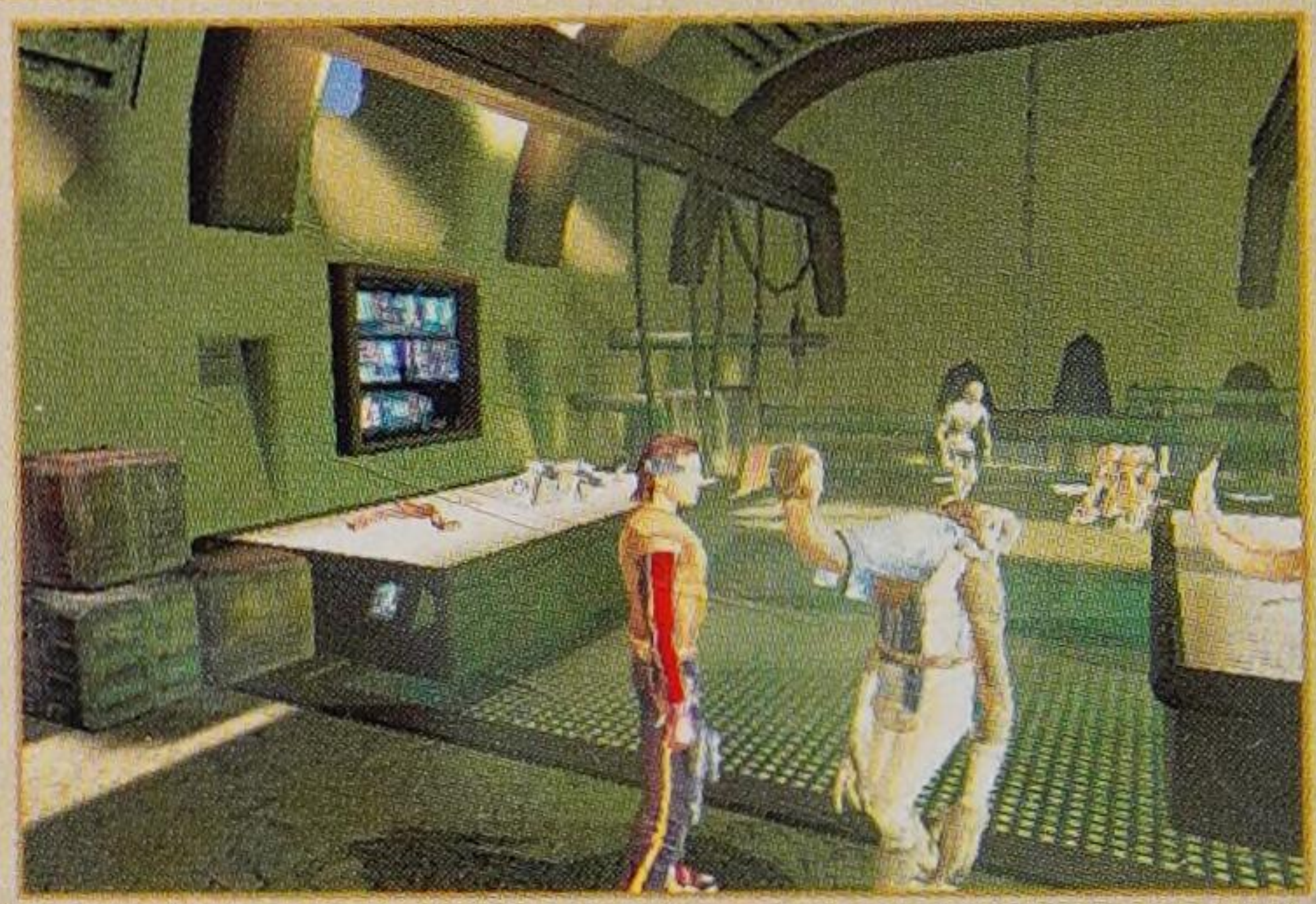
Anchorhead: A city scene.

NOTE

Ignore the few locked doorways—these are simply city-dwellers' homes.

Farther along the main city street and into the final courtyard is the entrance to Yuka Laka's Droid Shop (Waypoint 8), where both parts and an actual combat droid can be purchased. The droid is a quirky, reprogrammed machine of destruction named HK-47. Slightly psychotic, but surprisingly adept at many forms of communication, HK-47 can be bought (or bargained for) as soon as you have the necessary funds. He proves invaluable in your main quest if you wish to converse with the Sand

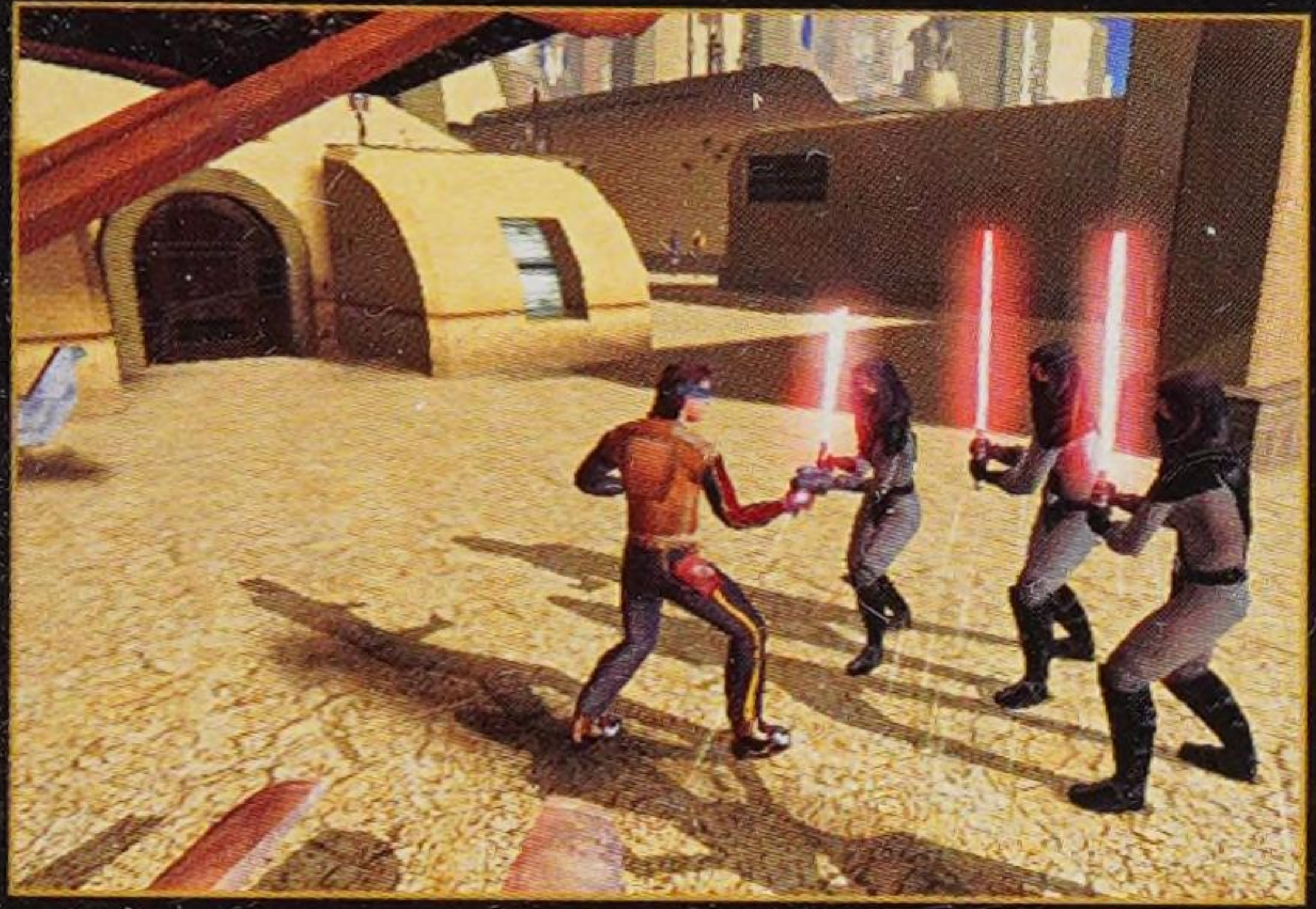
YUKA LAKA'S DROID MATERIALS



Item (number available)	Cost (Credits)
HK-47 combat droid (1)	5,000
Computer spike (∞)	250
Parts (1)	1,250
Security spike tunneler (5)	200
Security spike (∞)	100
Droid heavy plating Type 2	1,500
Droid heavy plating Type 1	1,250
Droid medium plating Type 2	750
Droid medium plating Type 1	500
Droid light plating Type 2	150
Droid light plating Type 1	75
Advanced targeting computer	2,000
Verpine demolitions probe	1,000
Basic targeting computer	500
Sensor probe	500
Droid motion sensors Type 1	50
Environment shield Level 3	7,000
Environment shield Level 2	4,900
Energy shield Level 3	4,200
Environment shield Level 1	2,800
Energy shield Level 2	2,800
Energy shield Level 1	1,400
Advanced stun ray	1,400
Stun ray	700

People's chieftain. Yuka Laka knows a little about the Jawas of the area, and more about HK-47's Czerka origins, but he doesn't share this information easily. He offers more information after you become a swoop bike racer or buy HK-47 from him.

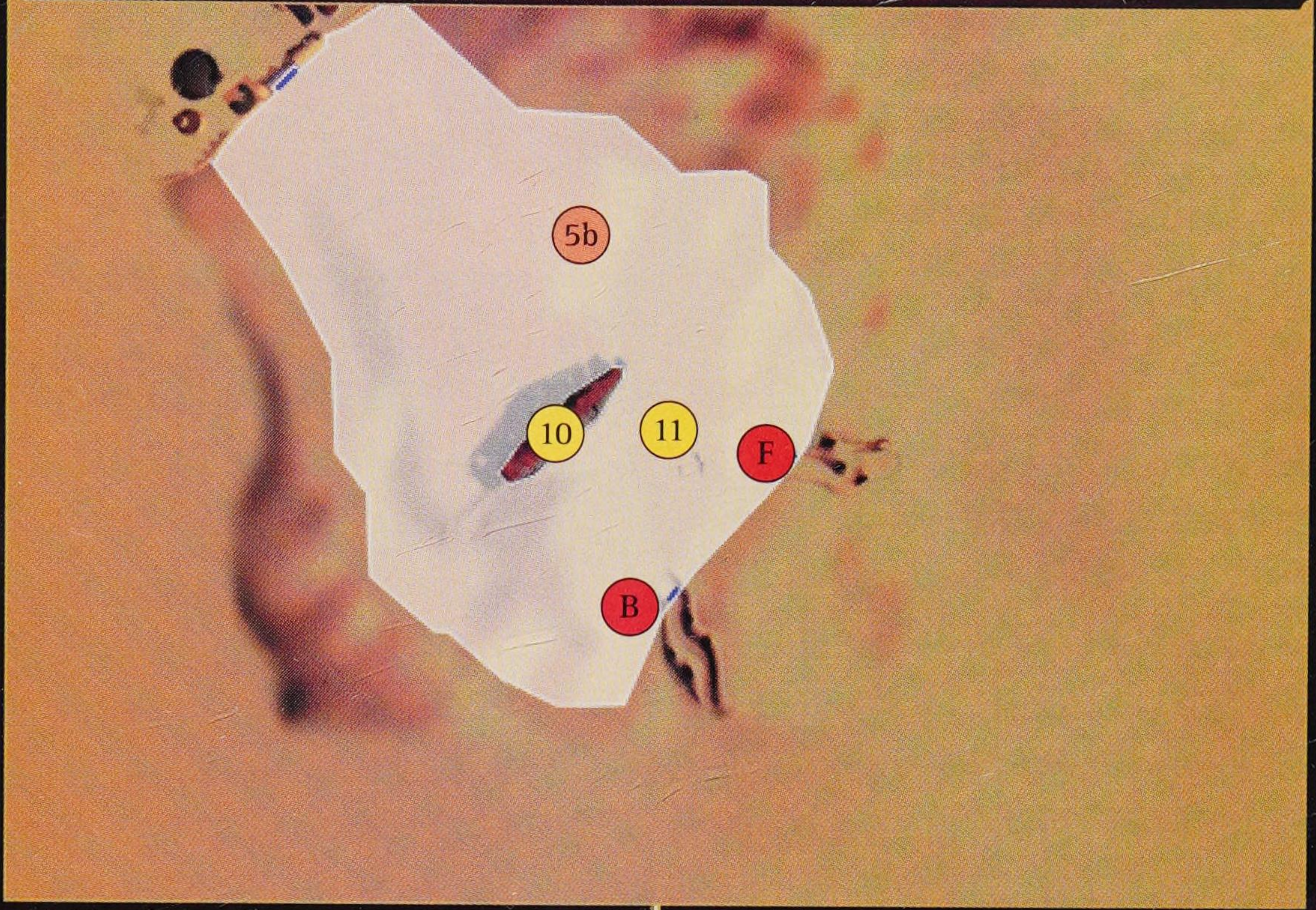
HK-47		
Class: Combat Droid		
LEVEL	VITALITY	DEFENSE
6	66	14
Abilities		
Computer Use, Demolitions, Awareness, Repair, Treat Injury		

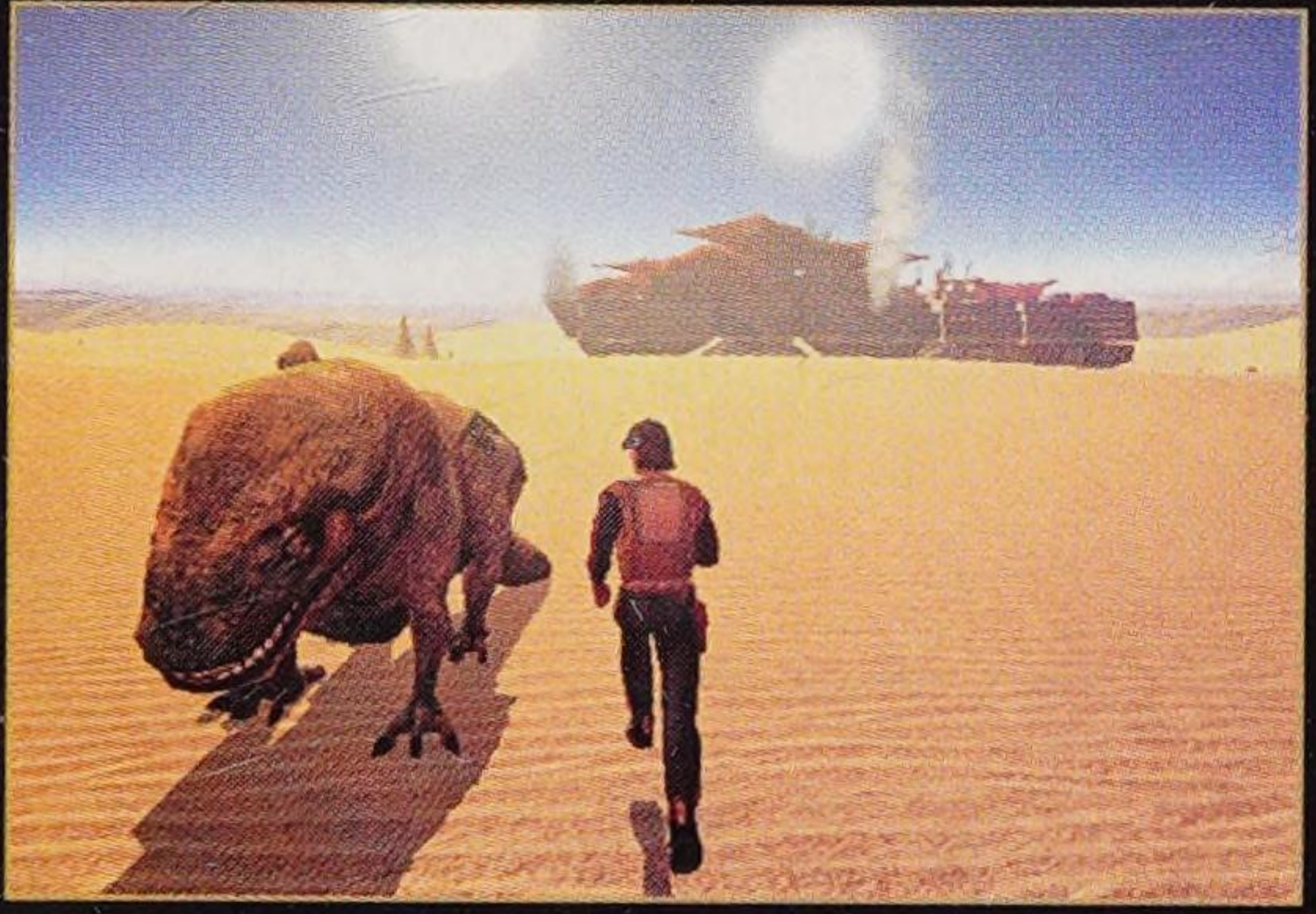


Three Dark Jedi hunt your party. They attempt to thwart your progress with a vicious lightsaber battle near the cantina (Waypoint 9). Finish them with a flurry of recently learned Jedi techniques. Finally, to the east is the gateway to the Dune Sea, and a Czerka Corporation keeper guards the impenetrable wall. He lets out into the Dune Sea only those with correct hunter's license paperwork. Iziz the Jawa is here, too (Sidequest 4).

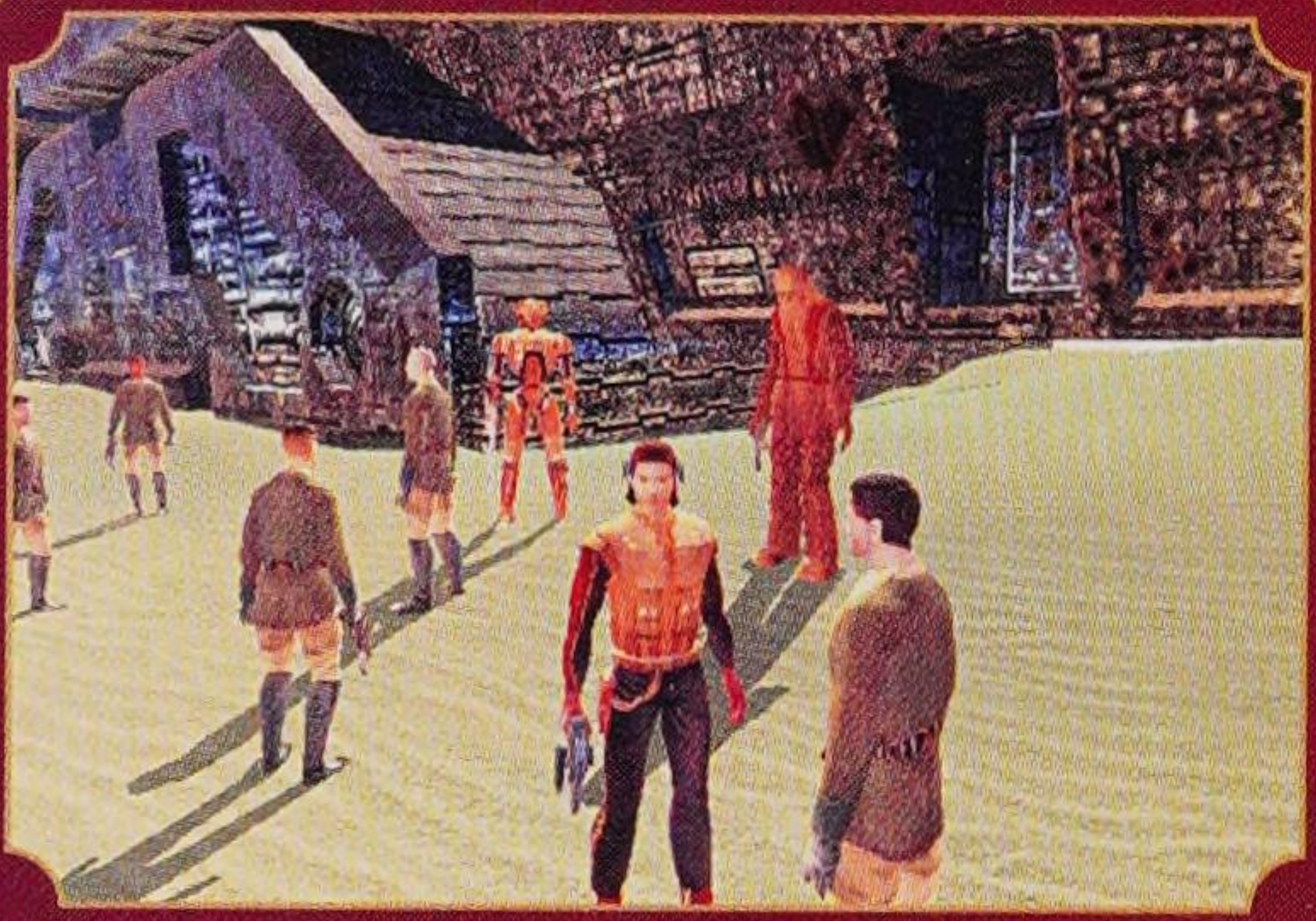
Area Overview 3: Dune Sea

Dune Sea

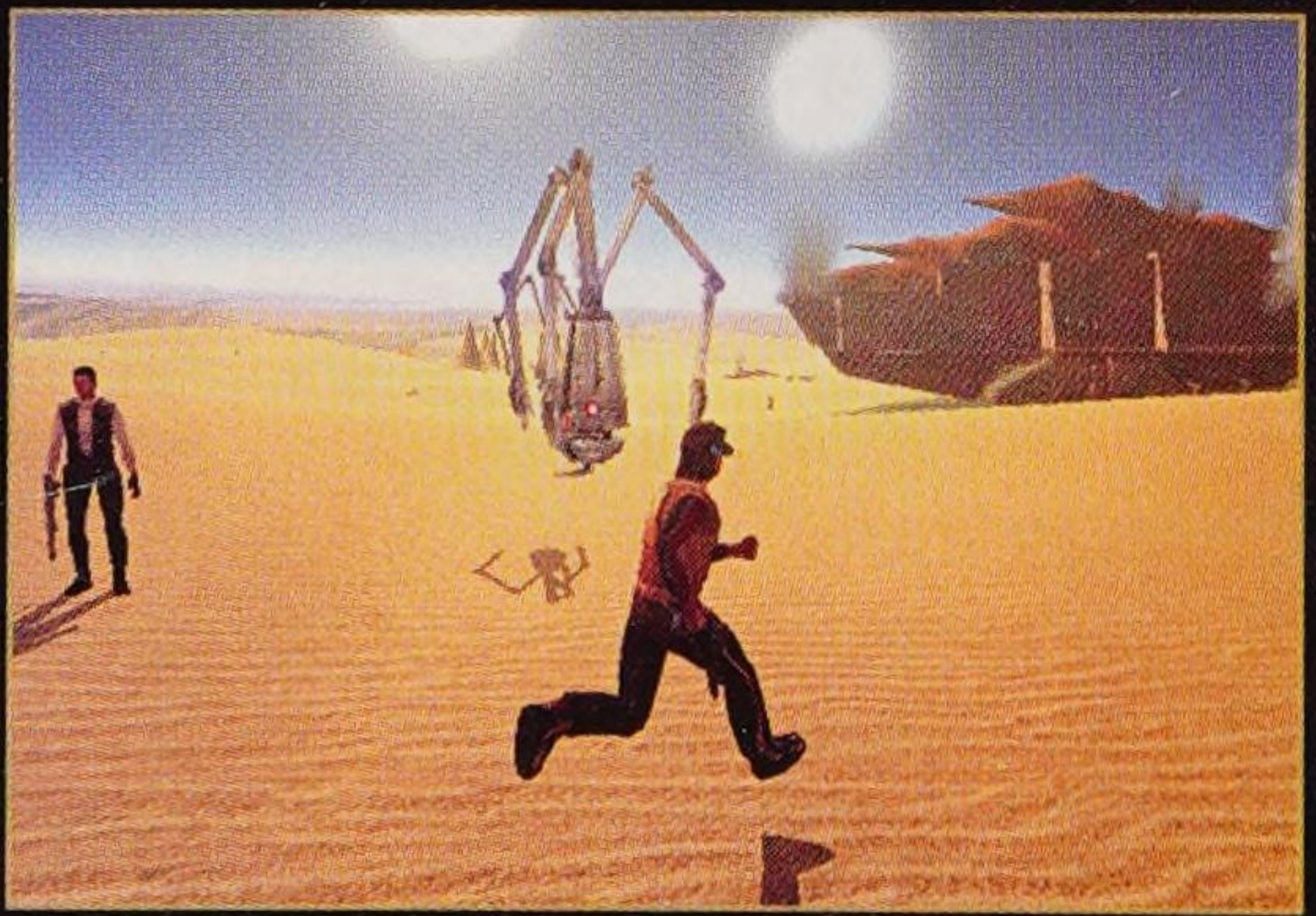




After you gain the hunter's license, you emerge from Anchorhead's gate into a huge expanse of sand. This is the infamous Dune Sea, and it is unwise to venture far from the general mining areas. The Czerka Corporation thinks so too and has positioned a perimeter of beacons that do not allow you to wander into the outreaches of the Dune Sea and succumb to a sweltering demise. Instead, investigate the large area directly ahead and the two exits to the south and east. The south exit leads to the Sand People enclave, and after you locate proper maps, the other exit allows you to visit the eastern Dune Sea—to a fabled krayt dragon cave.

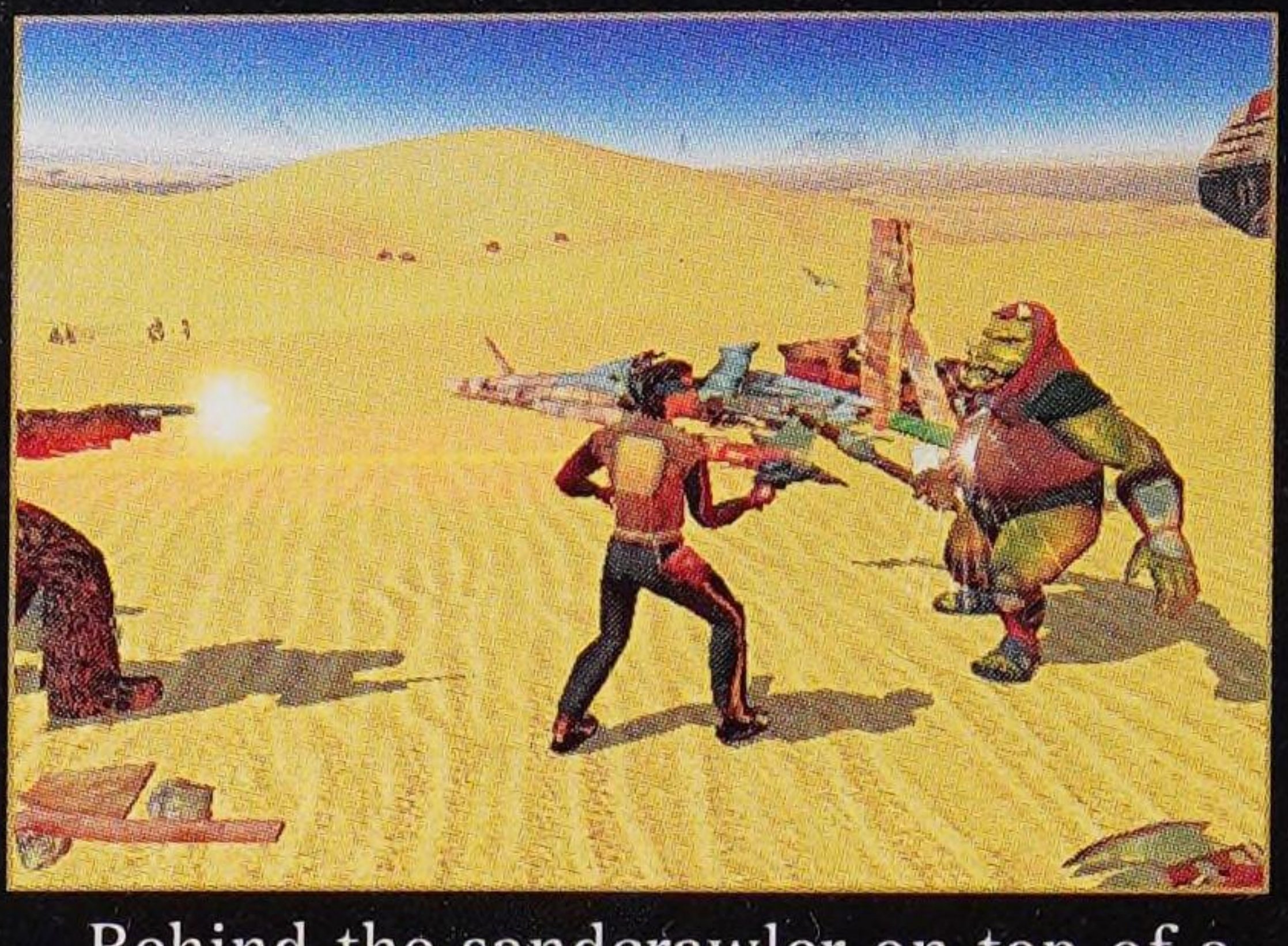


Miners cautiously viewing their stricken sandcrawler.



Aside from the rusting droid parts and decomposing remains in the sand, there are other areas of interest. Pass the reasonably friendly dewbacks on your way to a meeting with a hunter named Tanis Venn, whose deadly droids are malfunctioning (Sidequest 5).

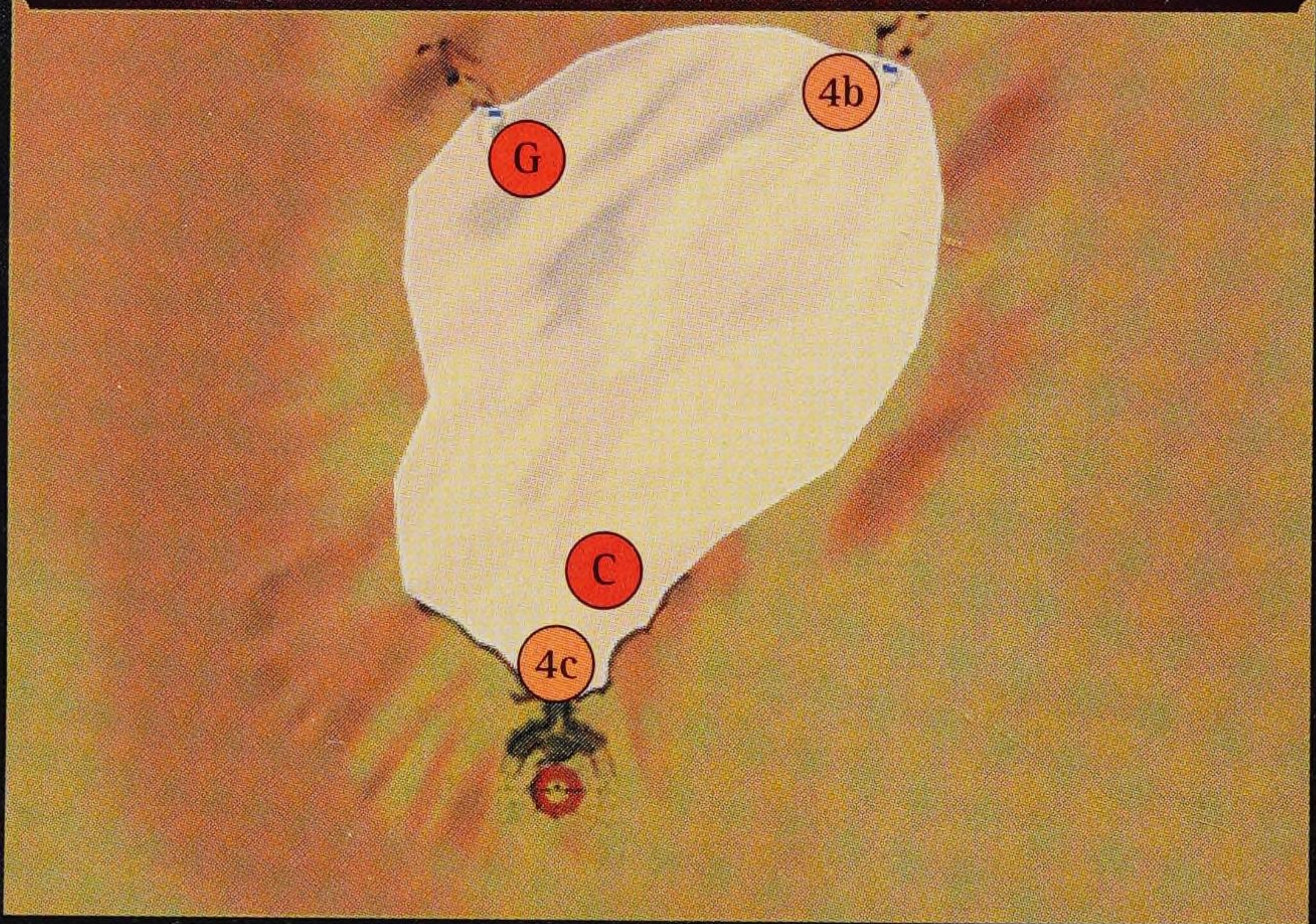
Nearby is a gigantic sandcrawler (Waypoint 10) spilling smoke into the sky after being attacked by bands of roving Sand People. Miners are looking over the damage, and they implore you to deal with the vicious raiders.



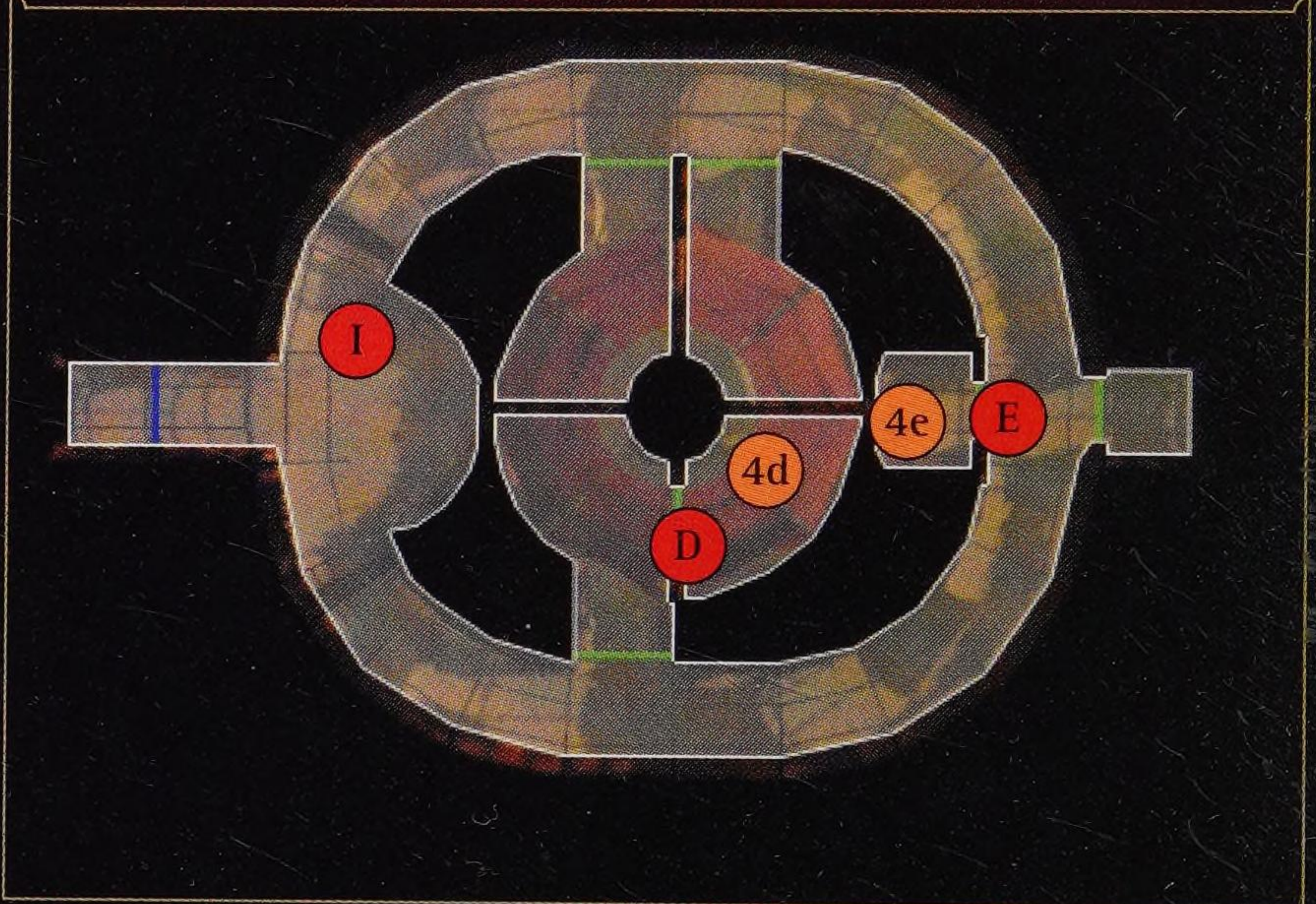
Behind the sandcrawler on top of a rise (Waypoint 11) is a collection of assorted junk and refuse. Should you approach this area, a female voice pleads for help. Move to the sound's source, and you detonate a trap! You face a trio of Gamorreans (Gurke, Narkal, and Ugzak, whom you may have met in the Hunter's Lodge). You can persuade them not to attack you (light side); otherwise, unsheathe your lightsaber and test it out on these unruly deviants.

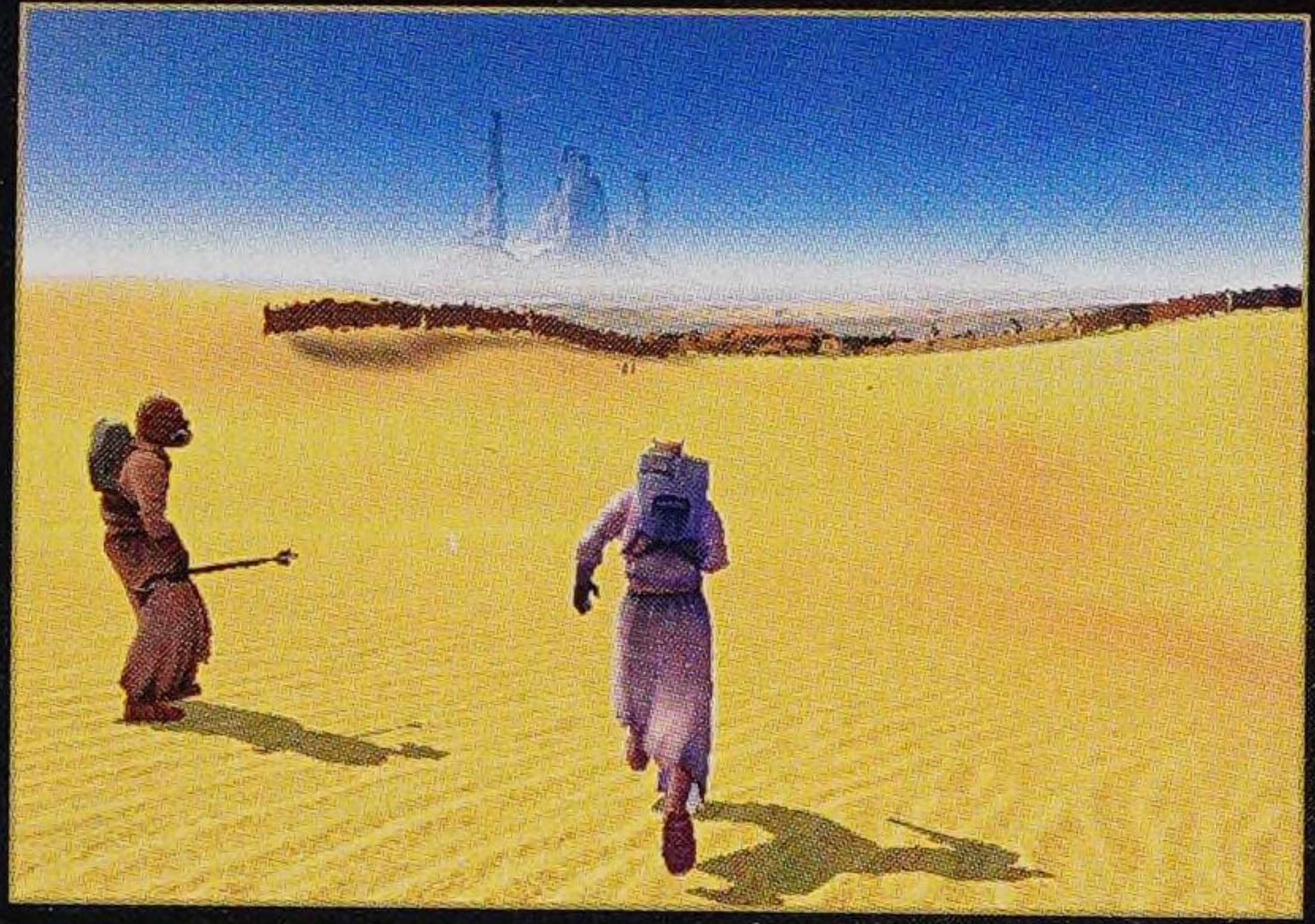
Area Overview 4: Sand People Settlement

Settlement Entrance

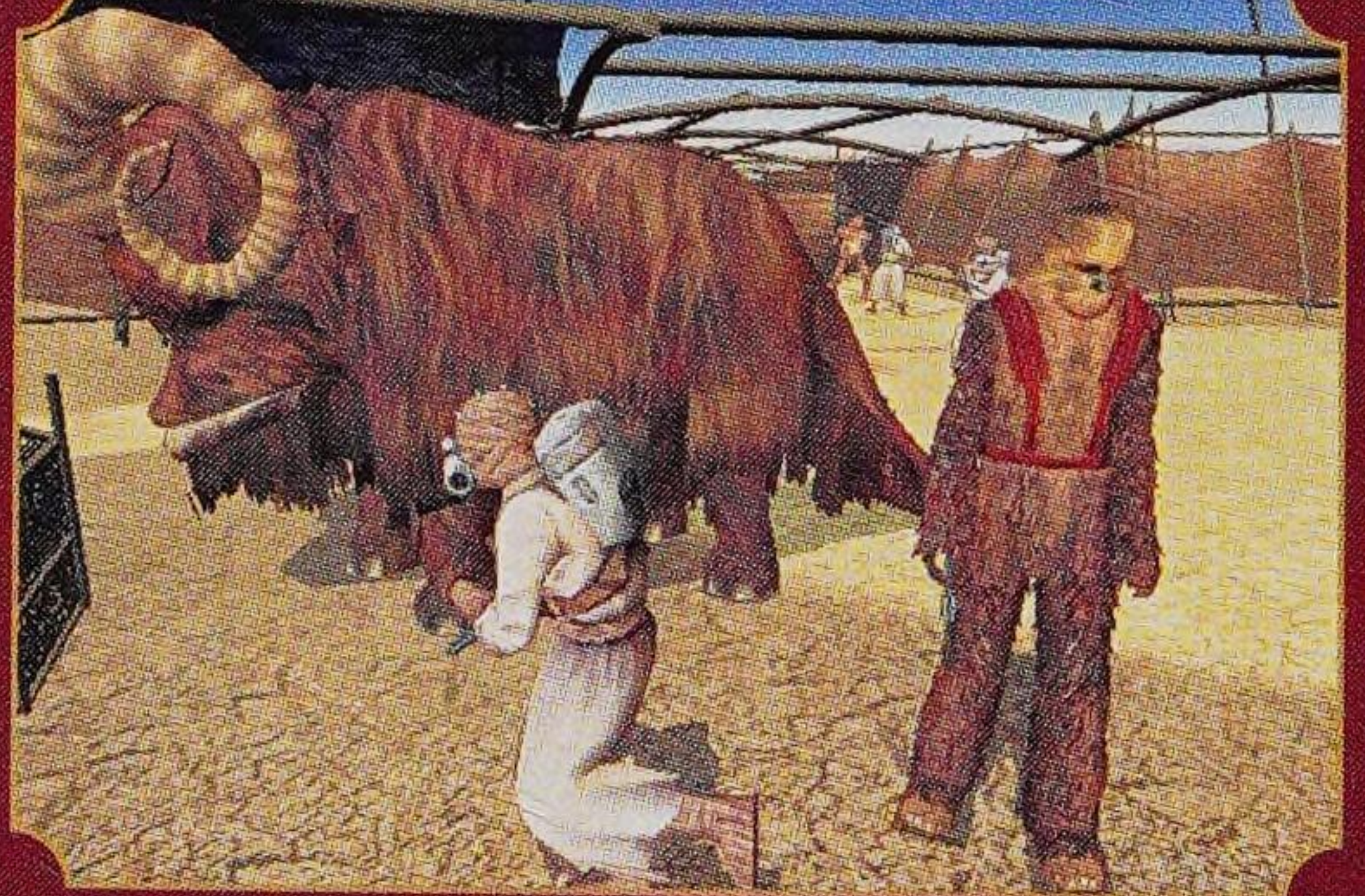


Sandpeople Enclave





You first enter this hilly desert area from the Dune Sea, but later in your questing you find a second entrance via the Eastern Dune Sea. Here, Sand People wait and watch while piles of junk begin to rust and whither. The fortified fence of the Sand People enclave is in the distance as you enter this area—wear Sand People tribal clothing to avoid a swift and brutal firefight with the enclave's assorted Turrets and Sand People themselves.

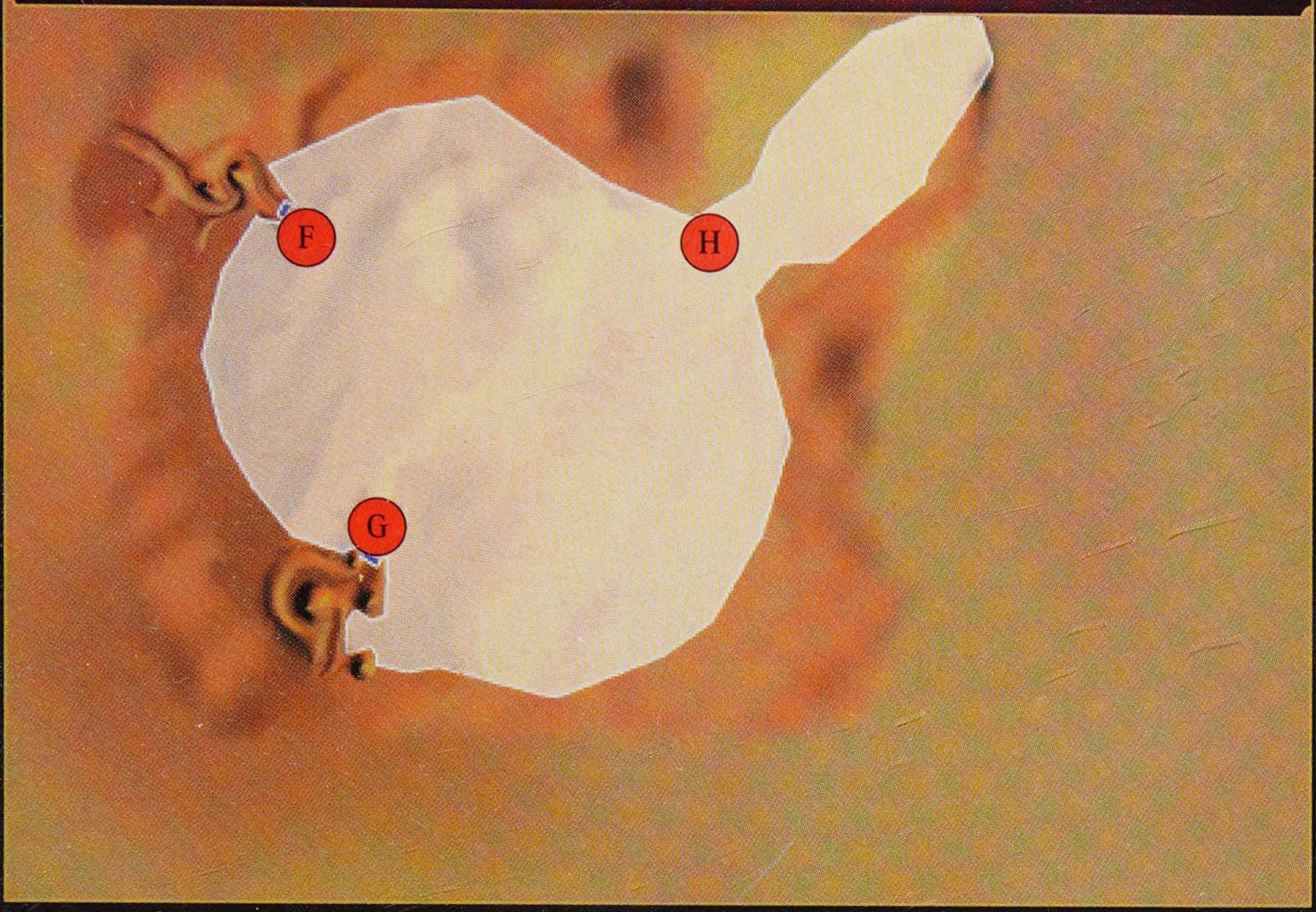


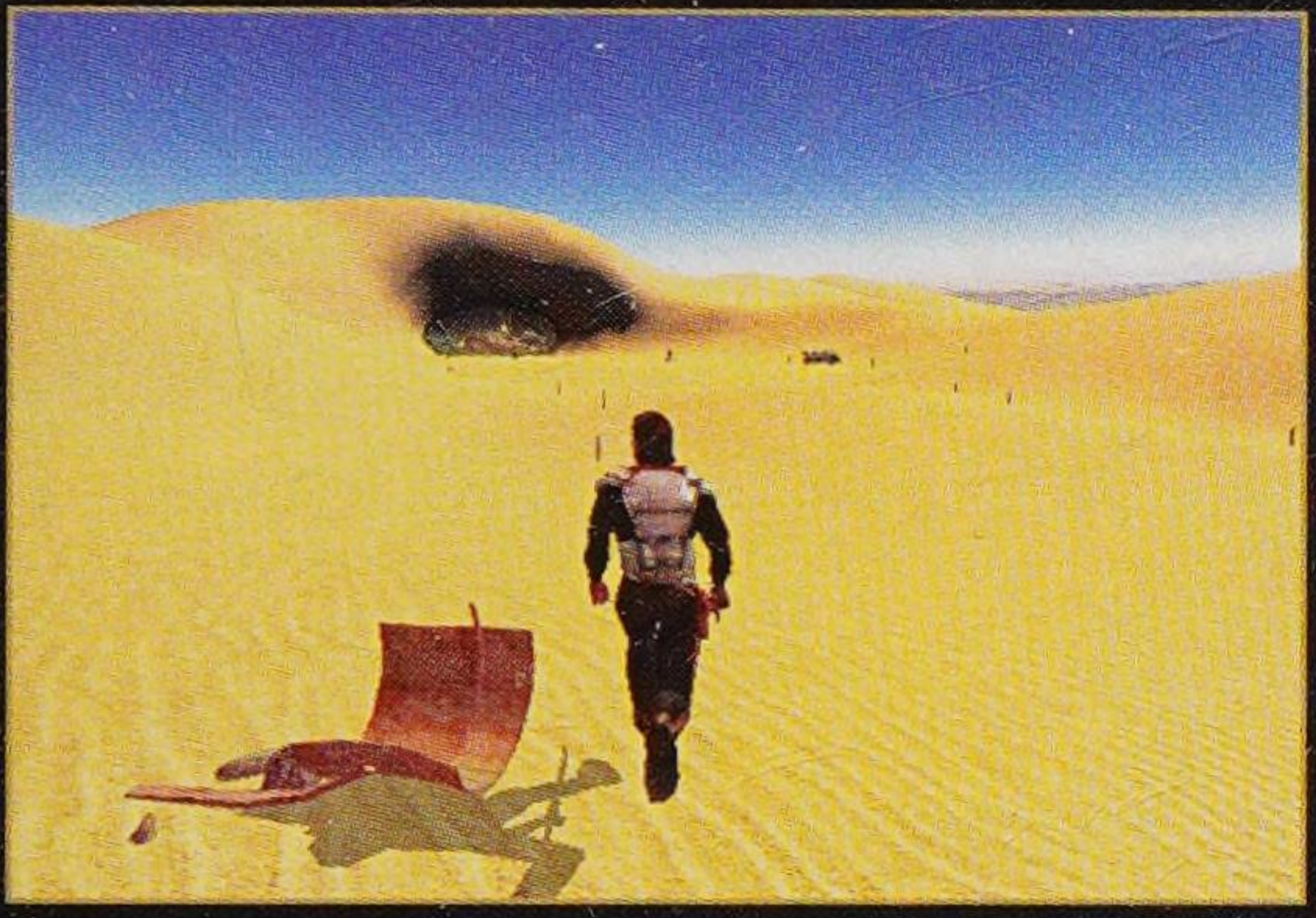
Inside the Sand People's stronghold.

Inside, the base is divided into four main middle chambers surrounded by an exterior walkway (a design employed by the Sand People to defend their camp). Here you find a bantha paddock, a warrior's room, and a Jawa pen. The final room houses the chieftain. You must take a number of carefully planned steps to gain a sit-down talk with him, rather than a stand-up melee.

Area Overview 5: Eastern Dune Sea

Eastern Dune Sea and Cave





After a lengthy journey through the entrance rocks, you arrive at the Eastern Dune Sea. You can approach this dune-filled environment from either the Sand People enclave or from the main Dune Sea area. However, the route to this area is unknown to all but a few, and you need a parchment map to find your way here (either after you befriend the Sand People chieftain or free the Jawas). This desert area features dewbacks, assorted piles of junk, and Czerka area markers. A Twi'lek hunter named Komad Fortuna waits at the cave mouth while he ponders how to dispatch its inhabitant—a giant krayt dragon that guards this planet's star map.

Quest Overview

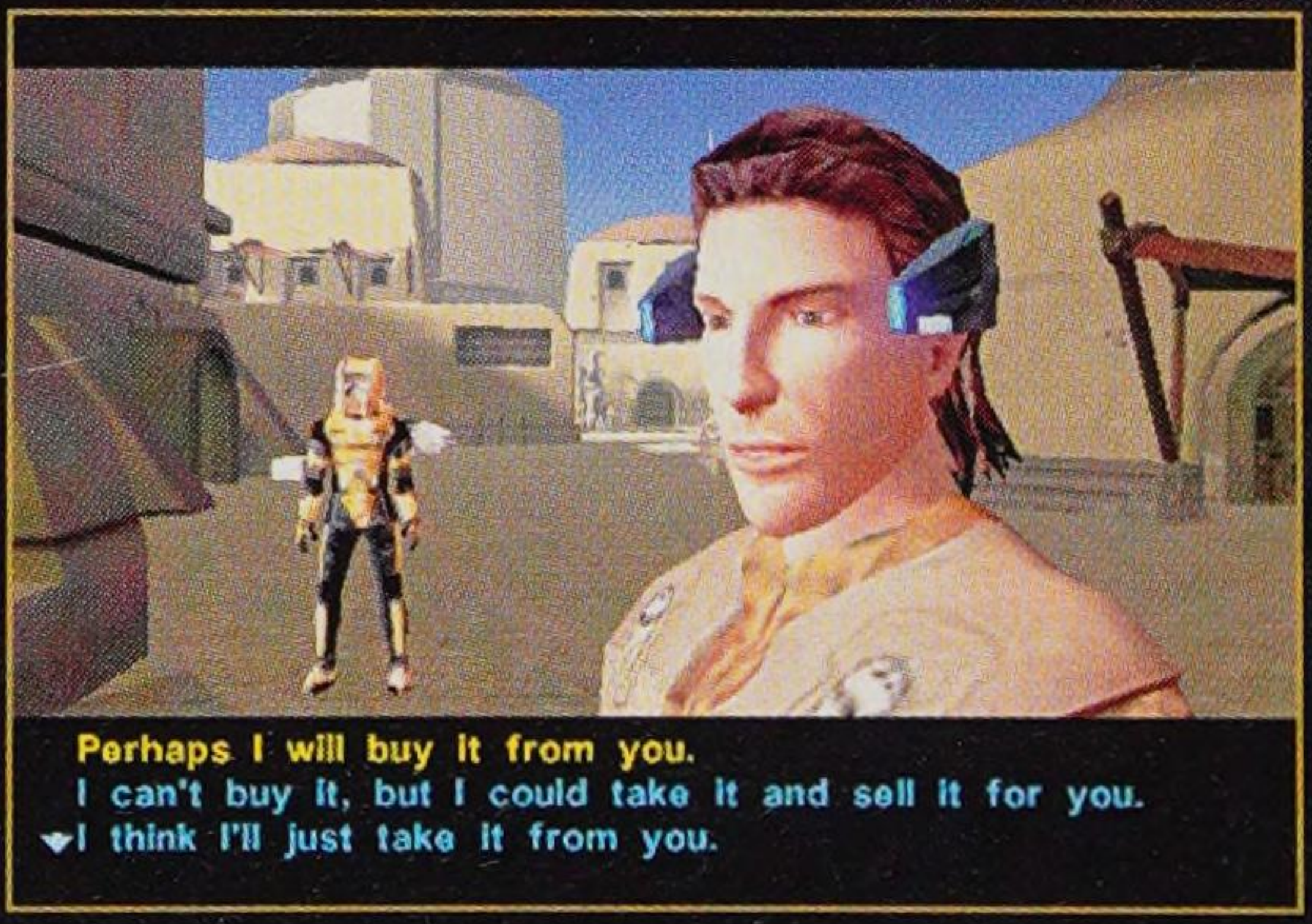
There are nine (and mostly separate) quests (including your main objectives) to complete during your adventure through Anchorhead, into the Dune Sea to locate the star map, and back to your ship. Many quests are optional (these are the sidequests).

1. Middleman
2. Tatooine Swoop Bike Racing
3. Signing Nico
4. Fair Trade
5. Tanis Trapped
6. Worthy of History
7. Sand People (Main Quest)
8. A Desert Hunt (Main Quest)
9. Star Map: Tatooine (Main Quest)

Quest 1: Middleman

After you disembark from the *Ebon Hawk*, pay your mooring fees, and walk into the main Anchorhead entrance, you can move directly to an area just outside Fazza Utral's Hunter's Lodge. In this area, there's a woman in a state of panic (Waypoint 1A). If you engage her in conversation, she tells you she's called Sharina Nal. She has a sad story to tell.

Her husband was a hunter, a common (and dangerous) profession in these parts. Unfortunately for Sharina, her husband was mortally wounded during an expedition and miners sympathetic to Sharina's predicament made it back to tell Sharina of her husband's fate and to give her a wraid plate (armor from a particularly vicious creature roaming the Dune Sea). Wraid plates fetch considerable sums in these parts (500 credits), but unfortunately, Sharina doesn't possess a hunter's license that would allow her to sell the item. She turns to you for help.



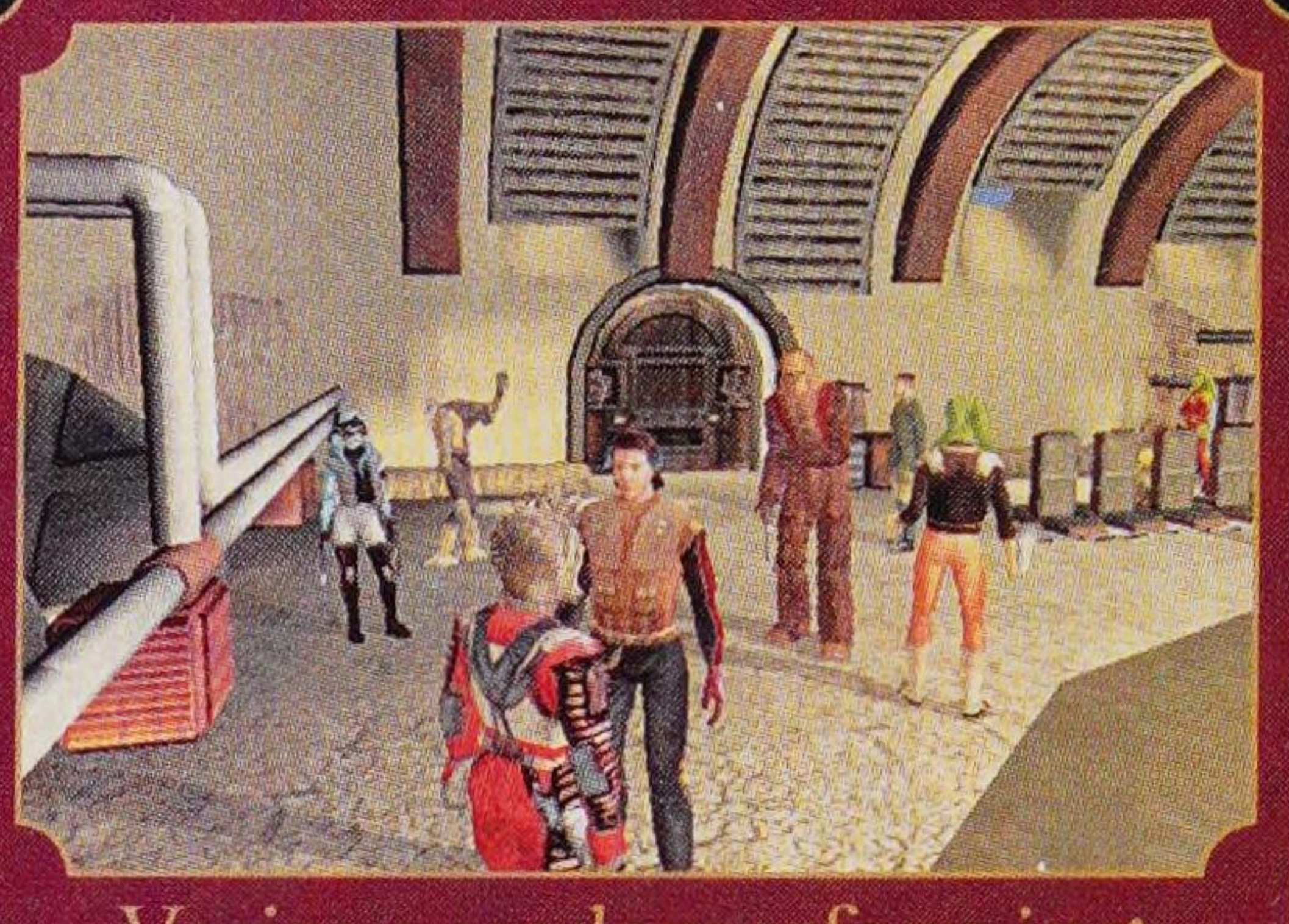
Perhaps I will buy it from you.
I can't buy it, but I could take it and sell it for you.
I think I'll just take it from you.

She wants you to buy the plate from her, for the credits she'll use to sustain her children from now on. You don't have a license yet, but it is simple to obtain one during the main questing. You can buy the plate from her (light side), buy the plate and donate more credits (light side), persuade her to part with the plate and not pay her (dark side), or defeat her feeble mind with Jedi trickery and keep your credits to yourself (dark side!). After choosing, gain your hunter's license, then move into the lodge and sell the plate to Fazza (Waypoint 1B).

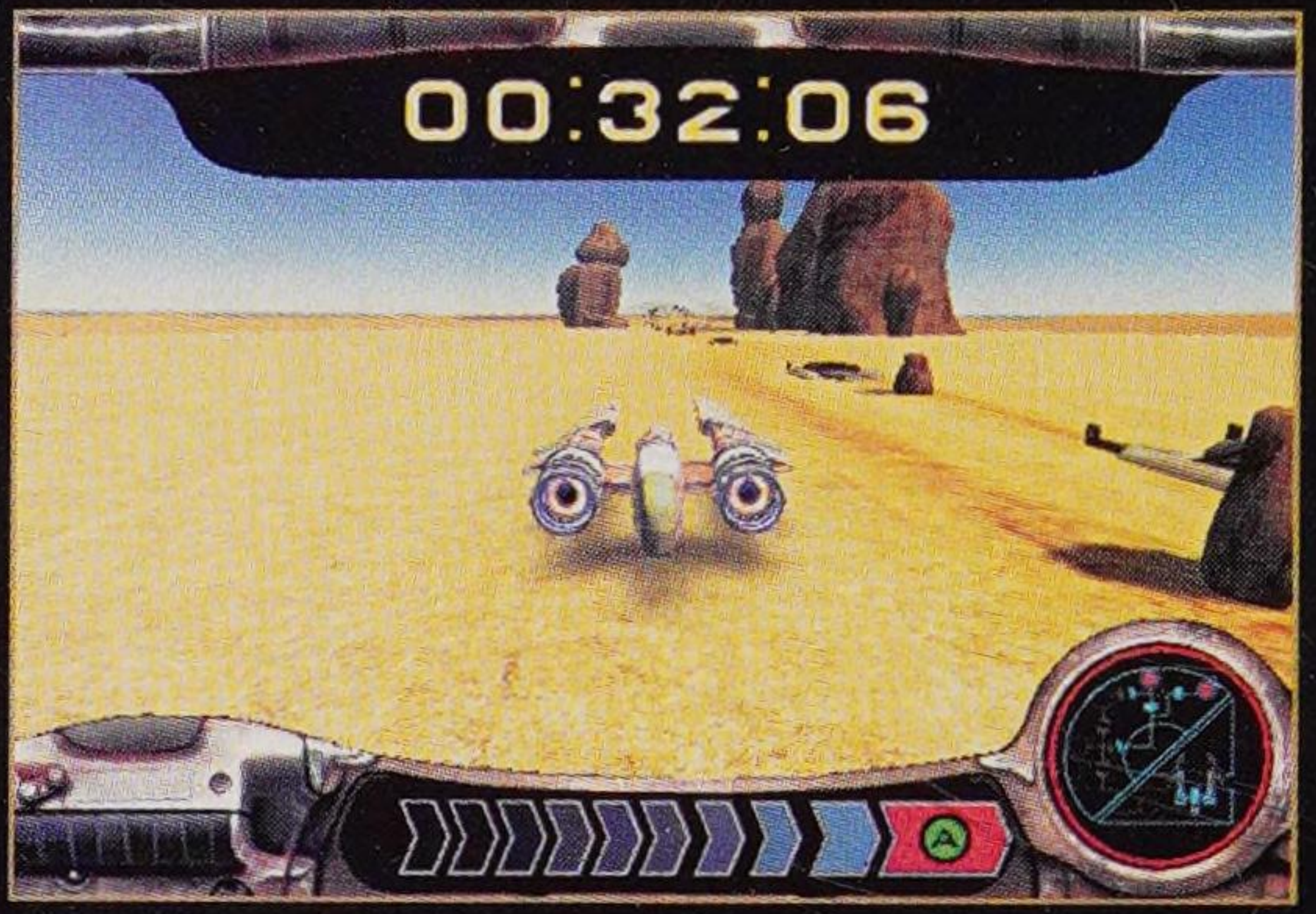
Quest 2: Tatooine Swoop Bike Racing

Anchorhead is brimming with lowlife scum, citizens indifferent to the destruction of Taris City, and more malfunctioning droids than a Jawa's sandcrawler. Search for the home of Motta the Hutt (Waypoint 2A), the only Hutt in town. He's interested in two matters–hiring fresh blood for the swoop racer season, and acquiring a new racer for his own stable.

Motta is a fat, flatulent Hutt with a no-nonsense temperament. He's willing to hire you, but he also wants to sign a Twi'lek named Nico Senvi (Sidequest 3). Get a feeling for the racers you'll be up against by chatting to the ragtag bunch of ne'er-do-wells lining the walls of the chamber.



Various underperforming swoop racer pilots.

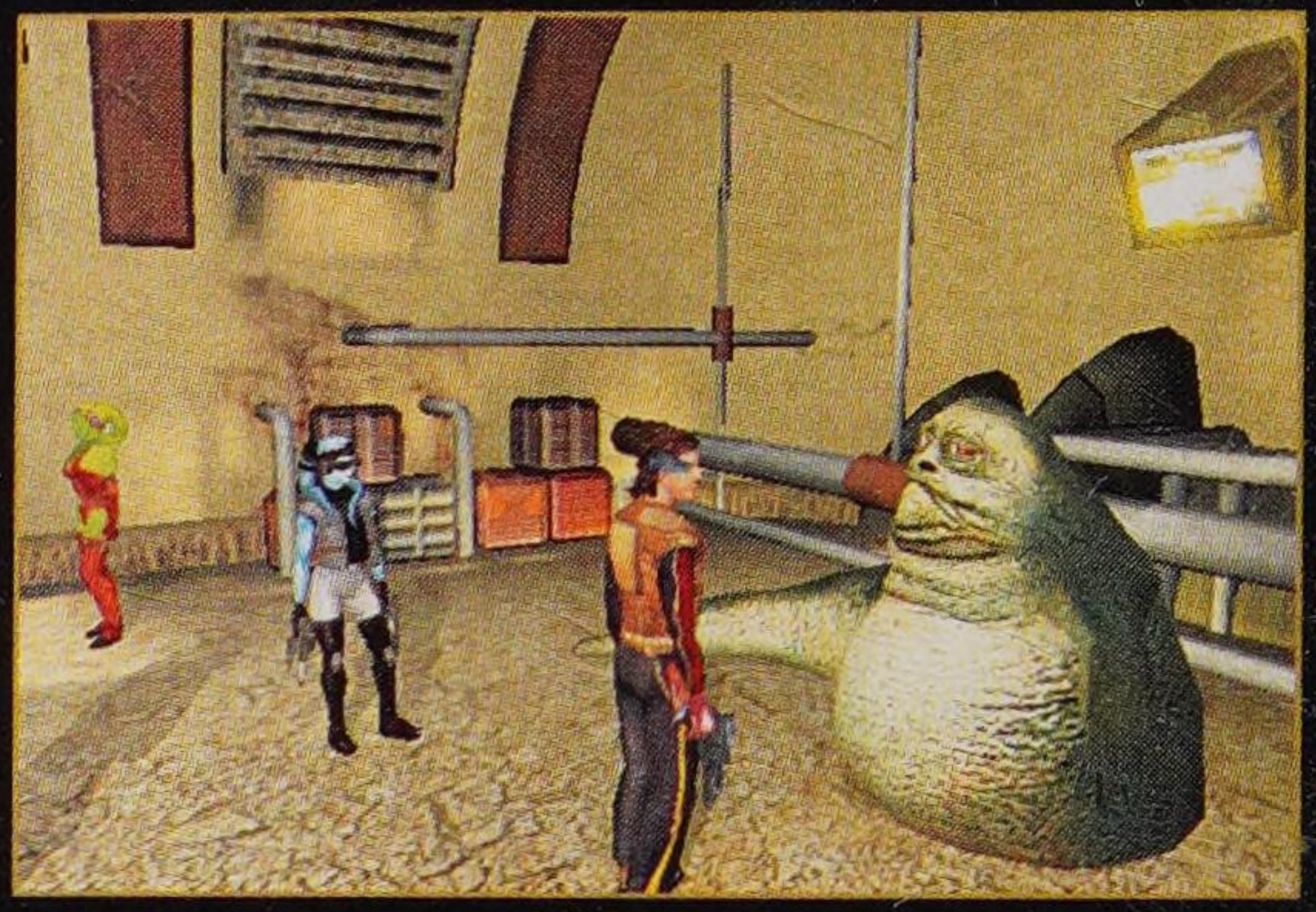


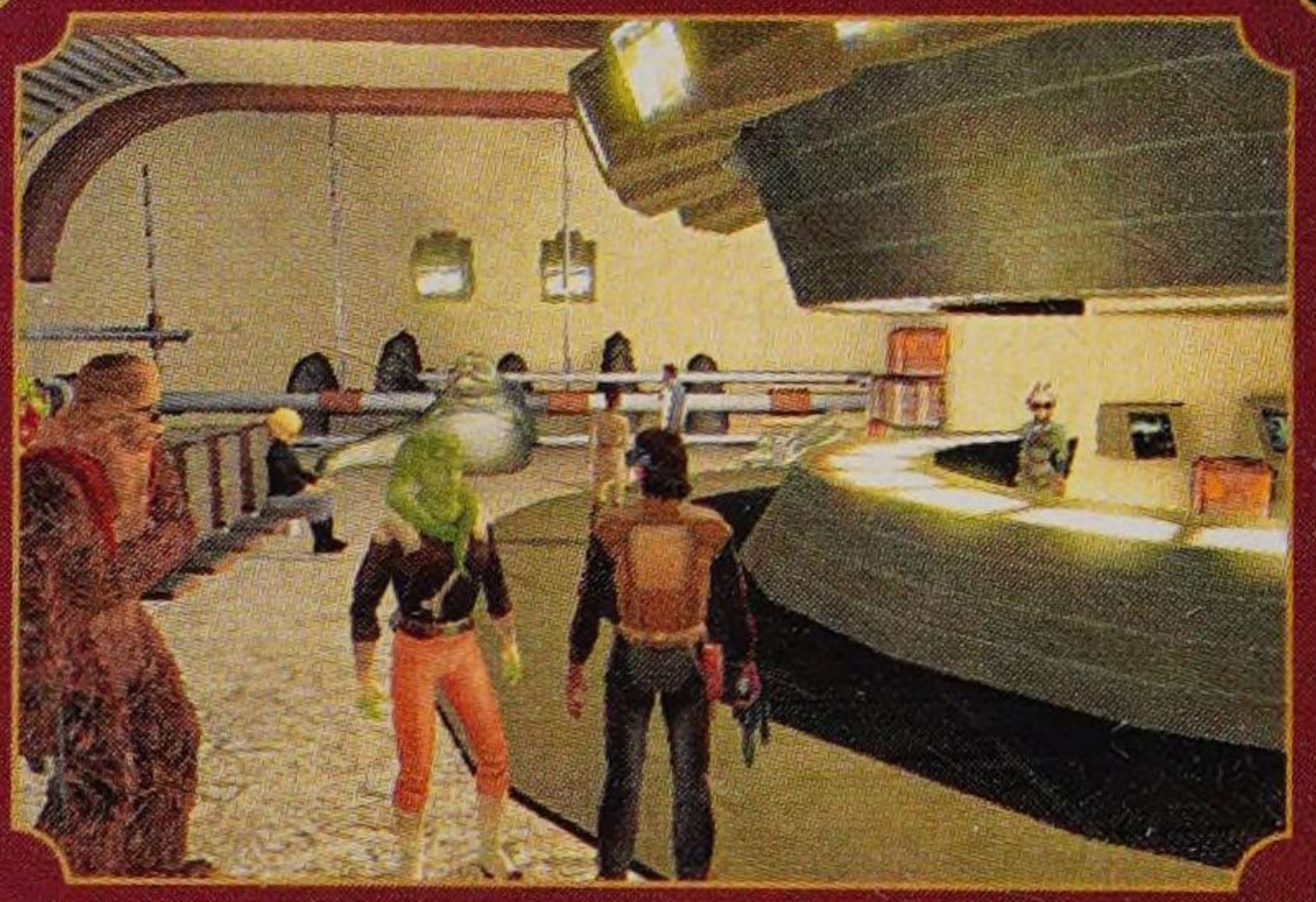
Yuka Rill, Garm Totryl, and Zoriis Bafka are all clinging to the last vestiges of hope in their racing careers, and challenging them is straightforward. You must race alone along a stretch of track, passing over as many accelerator pads as possible, and avoiding all the jutting wreckage that slows you down. Some pads lead to wreckage, so remember the course layout!

Practice this race until you're familiar with it, as you're asked to beat an initial time of 27 seconds. There's no penalty for failing (swoop racers don't explode in this city). Continue to compete, and request your winnings from Motta after every race, until you beat the final time of 24 seconds. (Motta pays racers in racing bonds, which you can redeem at any Tatooine shop for credits.) Your racing career is then over; you've beaten everyone in town!

Quest 3: Signing Nico

Nico Senvi is a skilled swoop racer pilot, and he hangs around the swoop racer rooms where Motta the Hutt is stationed. Locate Nico Senvi (at Waypoint 3A) and chat with him. Spend some time getting to know him, rather than insulting him. After you talk to both Nico and Motta, you discover that the Hutt plans to sign Nico into racing under the Motta company banner and make him a touring professional. Nico is initially uneasy because the contract does not pay well.



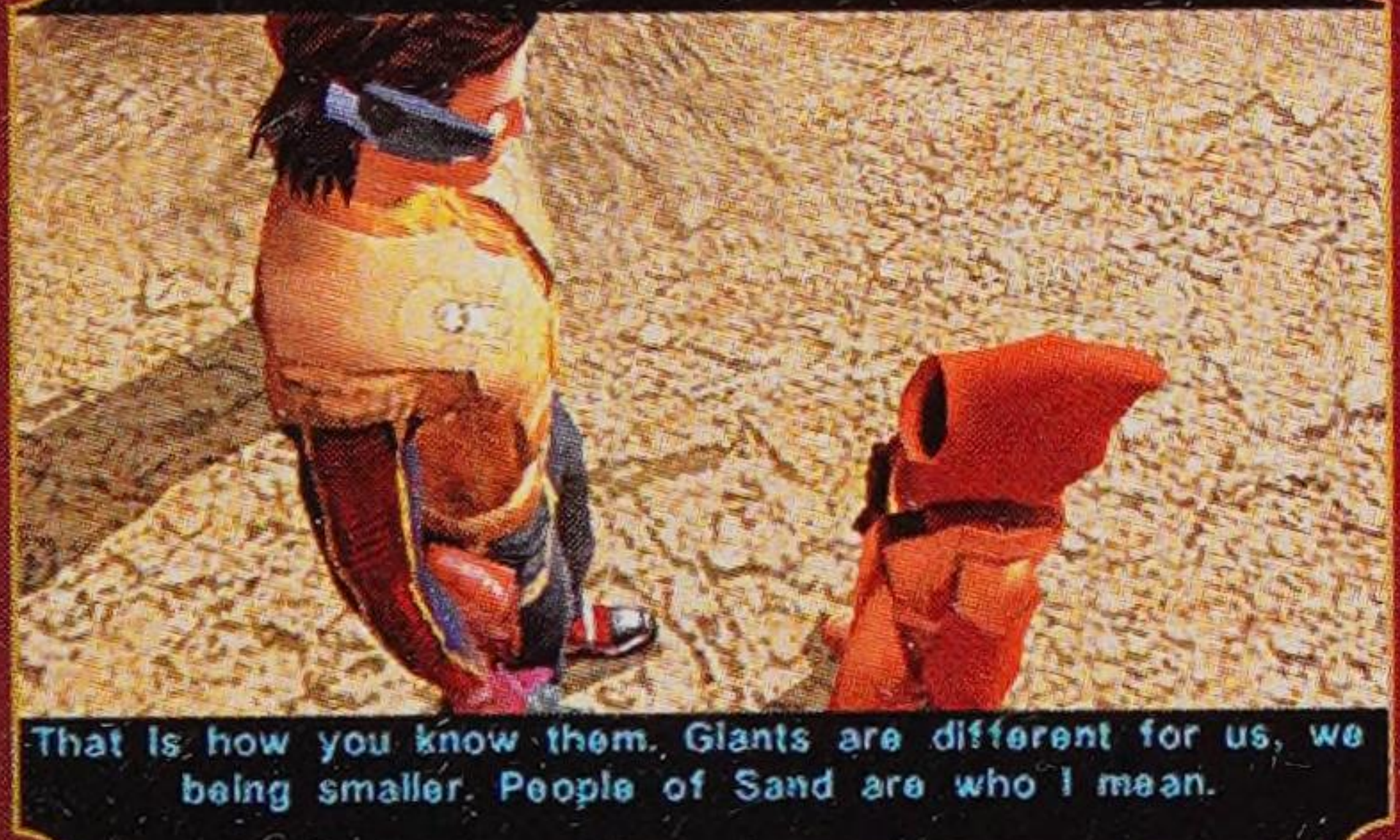


Nico Senvi, a real racing prospect.

It's your job to convince Nico that the dangerous and thrilling life of a swoop racer pilot (and specifically, a swoop racer pilot in the service of a slimy Hutt) is where Nico's career is taking him. Complete Sidequest 2, and then talk again to Nico and Motta. You can implement one of three plans: 1. Persuade Motta to offer Nico a better contract than the one on the table, and then convince Nico to accept this (light side); 2. Convince Nico to accept the current, rather unfavorable contract with Motta (dark side); 3. Attempt to use your dark domination powers to force Nico into accepting the unfavorable contract (major dark side).

Quest 4: Fair Trade

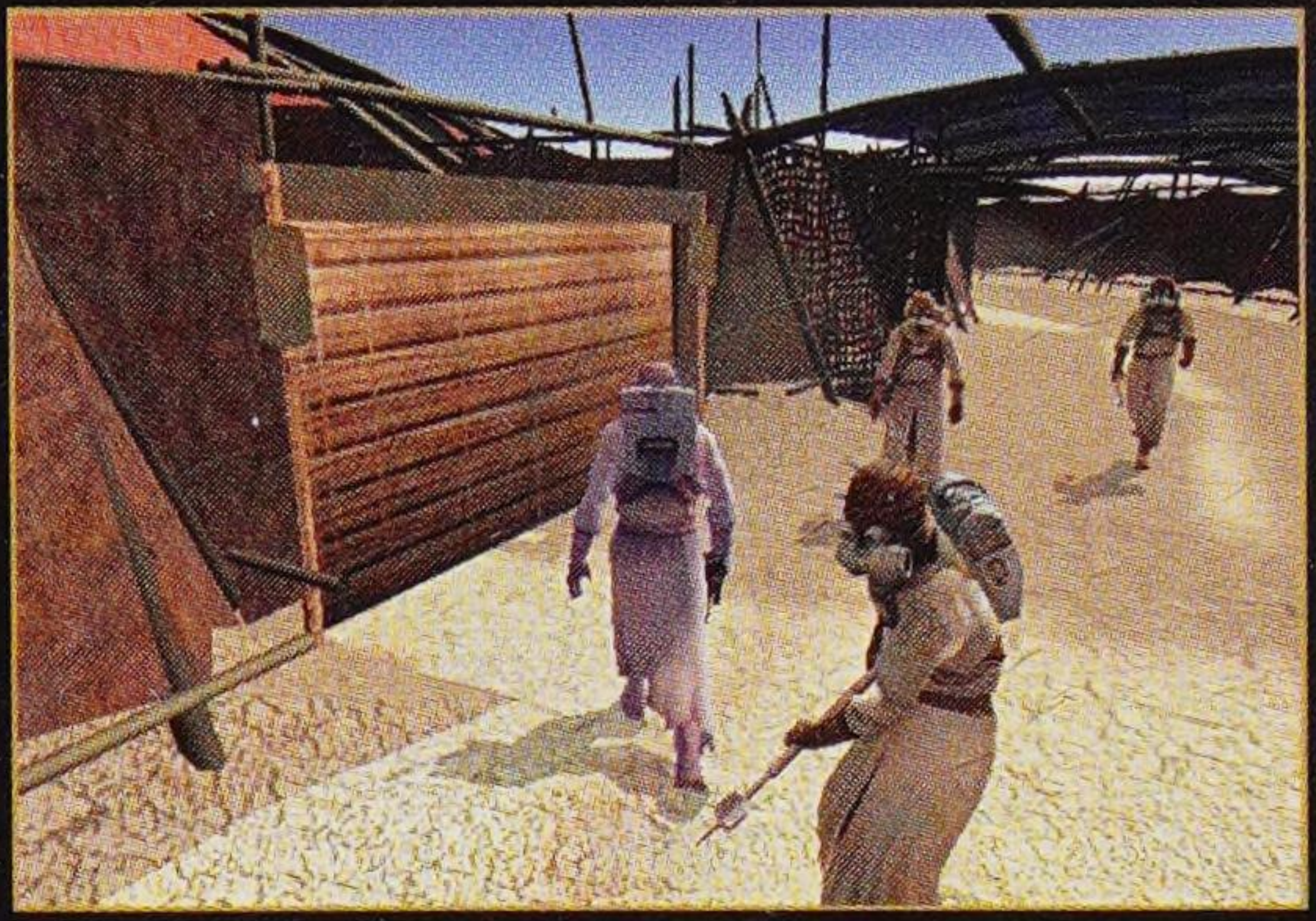
Dotted throughout Anchorhead, mainly working as servants in cantinas, are cowled and diminutive figures with beady red eyes. These are Jawas, and they are difficult to understand. Speak to any of them, and you hear something about Sand People forcing their kin into labor outside of the city perimeter. If you continue to question the Jawas, they eventually tell you that their leader is waiting by the gate to the Dune Sea (Waypoint 4A).



That is how you know them. Giants are different for us, we being smaller. People of Sand are who I mean.

The Jawa Iziz.

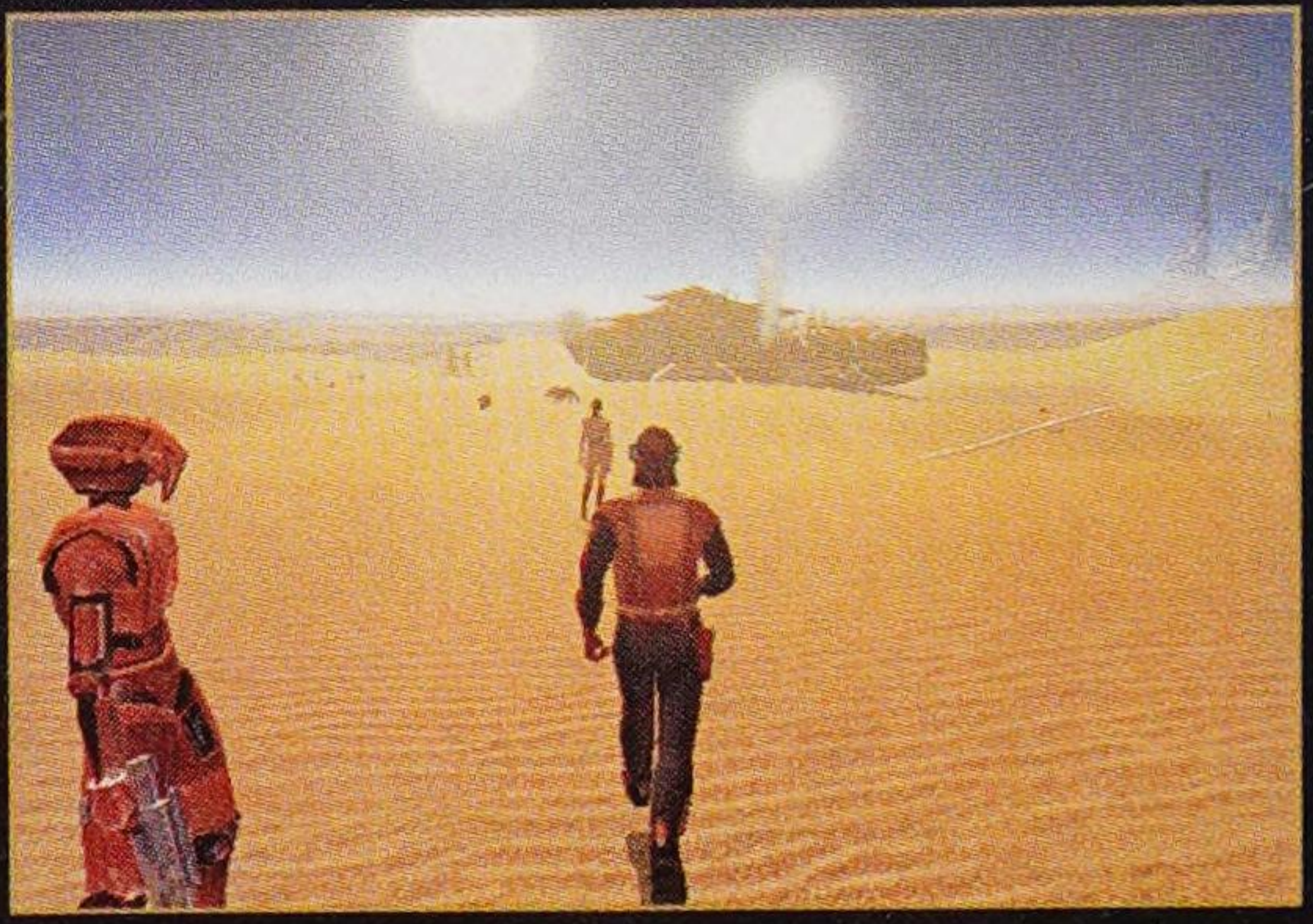
The leader of the Jawas in this neighborhood is Iziz, and he's unhappy about his brethren being "appropriated" by Sand People to work in their camp. He pleads with you to help them. After you have the hunter's license (see Action 1 of the main quest), exit into the Dune Sea and move to the northeastern area; enter it (Waypoint 4B) and move to the Sand People settlement perimeter (Waypoint 4C). Here, automatic turrets assault you unless every member in your party (all three of you, except for droids) is wearing the Sand People outfits. Get these from Sand People you defeat in the Dune Sea.



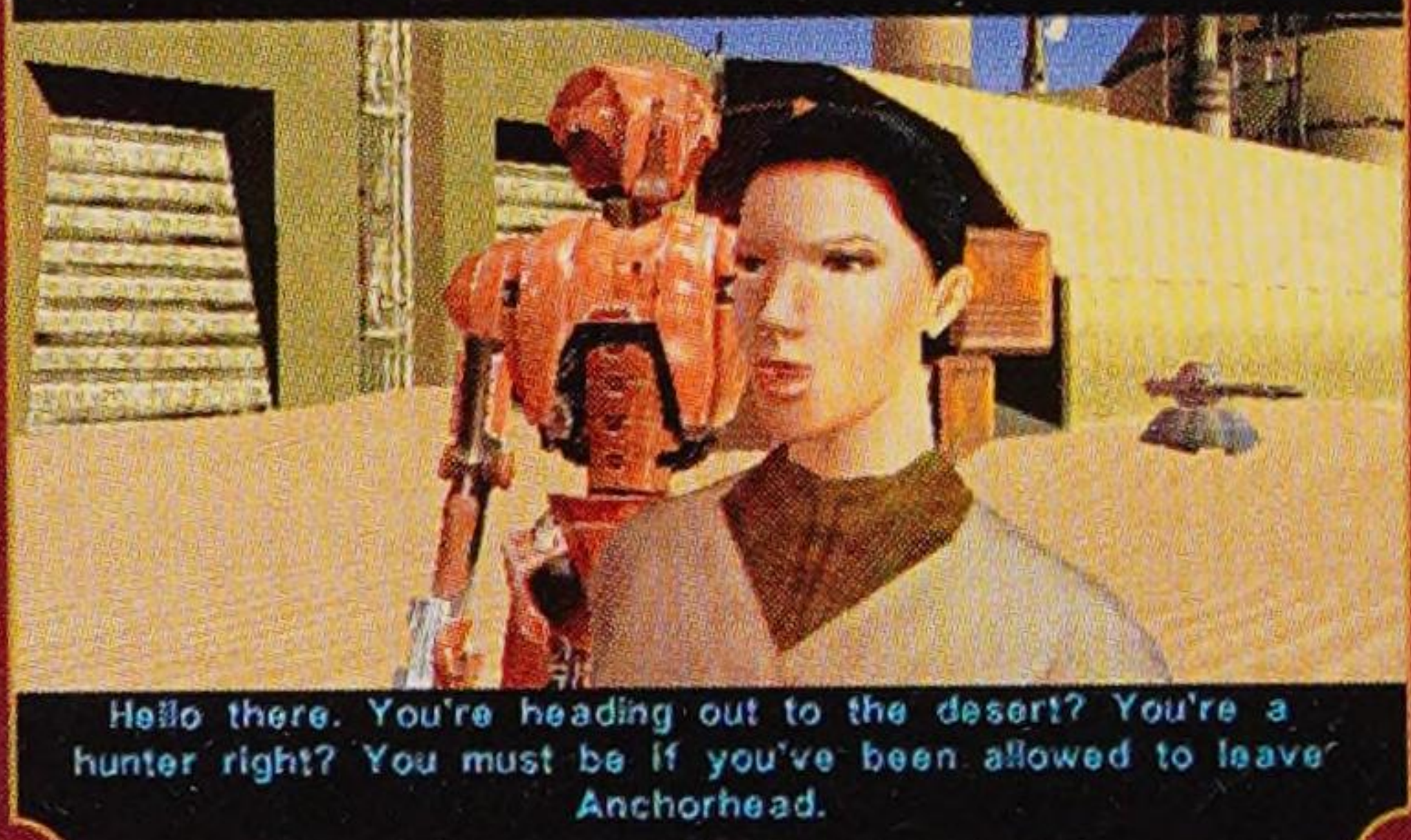
When you're dressed in your Sand People disguise, enter the base with HK-47—it translates your language and that of the Sand People. (Information on acquiring this droid is shown in the main walkthrough.) Either mount a crazed assault or begin careful negotiation with the chieftain (Waypoint 4D). Find more hints during Action 3 of the main quest. One wrong word can spell disaster, or at the very least, a violent confrontation! Use your persuasion to convince the chieftain to let the enslaved Jawas leave (light side).

If you are unable to reason with the chieftain, you can elect to beat a path through the violent groups of Sand People (dark side) to an enclosure at the camp's rear (Waypoint 4E). Once you're there, open the gate and speak to the imprisoned Jawas. They thank you for releasing them and begin to disperse. After the Jawas are freed (by violent or nonviolent means), return to Iziz at the Anchorhead gate. He produces a map of the western Dune Sea, allowing you to reach the krayt dragon cave and attempt to procure the star map.

Quest 5: Tanis Trapped



The first time you run into Tanis is in the cantina (Waypoint 5A), where he tells you that he uses droids for hunting, a practice usually frowned upon. Later into your adventure when you've acquired your hunter's license (see the main quest's Action 1), you meet Marlena, who lets you know to say "hello" to Tanis when you see him. After this rather bizarre request, Marlena heads into Anchorhead. Venture into the Dune Sea a few hundred feet, until you spot a humanoid figure surrounded by four droids (Waypoint 5B).



Hello there. You're heading out to the desert? You're a hunter right? You must be if you've been allowed to leave Anchorhead.

Marlena Venn, droid tinkerer.

Marlena is Tanis's significant other, and she isn't pleased at his philandering ways. She organized a little surprise for the hapless husband—she changed the logic circuits of Tanis's quartet of hunting droids to malfunction and surround him. If he moves, or the droids are inefficiently tampered with, the droids are primed to explode!

Tanis the hunted and his droids.

Speak to Tanis, who hopes you can repair the four droids' logic circuits. If you refuse without question, Tanis may become suicidal and attempt to move, taking your party with him! If you help Tanis, begin to solve each droid's malfunction (the answers are shown below), and the sidequest is complete.

Droid 1: K-X12A battle droid

Problem: Energy governor out of alignment

Node 1 reports Node 2 failed.

Node 2 reports Node 3 failed.

Node 3 reports Node 2 failed.

Error: Two of the above are definitely false. Compare logic to identify the only memory node that can be correct.

Answer: Node 2 is reporting accurately.

……

Droid 2: K-X12B battle droid

Problem: Weapon heat displacement error

Error: Data missing from prime values.

2 * 3 * 5 * 11 * 13 * 17 * 19

Answer: The missing value is 7.

Droid 3: K-X12C battle droid

Problem: Critical system failure

Power cell drain must not exceed total. Different motivators measure the same total energy pool as either 300 small pulses or 180 large pulses.

Error: Upper motivator has used 100 small pulses. How many large pulses left in the remaining fraction?

Answer: Allocate 120 large pulses.

……

Droid 4: K-X12D battle droid

Problem: Critical system failure

Error: Descriptive number progression corrupted. To recalibrate, determine the correct progression by describing the previous entry.

4 * 14 * 11-14 * 31-14 * 13-21-14 * ..?.. * ..?..

Answer: 31-13-12-14 * 23-41-12-14

Quest 6: Worthy of History

Learning the oral history of the Sand People is a reward only a handful of adventurers outside the Sand People's kind have ever received. The reason is simple: Sand People are notoriously quick to lash out at a perceived threat, whether real, accidental, or imagined; of the few foolhardy enough to question a chieftain about his ancestors, only a handful have had the history uttered completely. The rest inadvertently offended the Sand People and were brutally attacked.

With this in mind, learn the Sand People's history, as long as you remain friendly, and head to the Sand People enclave during Sidequest 4 to rescue the enslaved Jawas. After the Jawas have been released, you can continue to question the Sand People chieftain about his tribe (you need HK-47 to help with translation). The chief is reluctant to describe his traditions to any old nerf herder—he requires proof of your warrior skills before his fables are imparted to you. You must return with a fabled dragon pearl.

This feat of strength and endurance is undertaken during Action 5 of the main walkthrough quest. Follow the guidelines for culling the giant bull krayt dragon at the cave entrance (Iziz or the Sand People give you the map to reach this place); if you helped in the disposal of the dragon, Komad Fortuna (who also hunts the beast) allows you to obtain a dragon pearl from the behemoth's gizzard. Return to the Sand People enclave with the pearl, present it to the chieftain, and the secrets of the tribe's history are revealed.

Main Quest Path

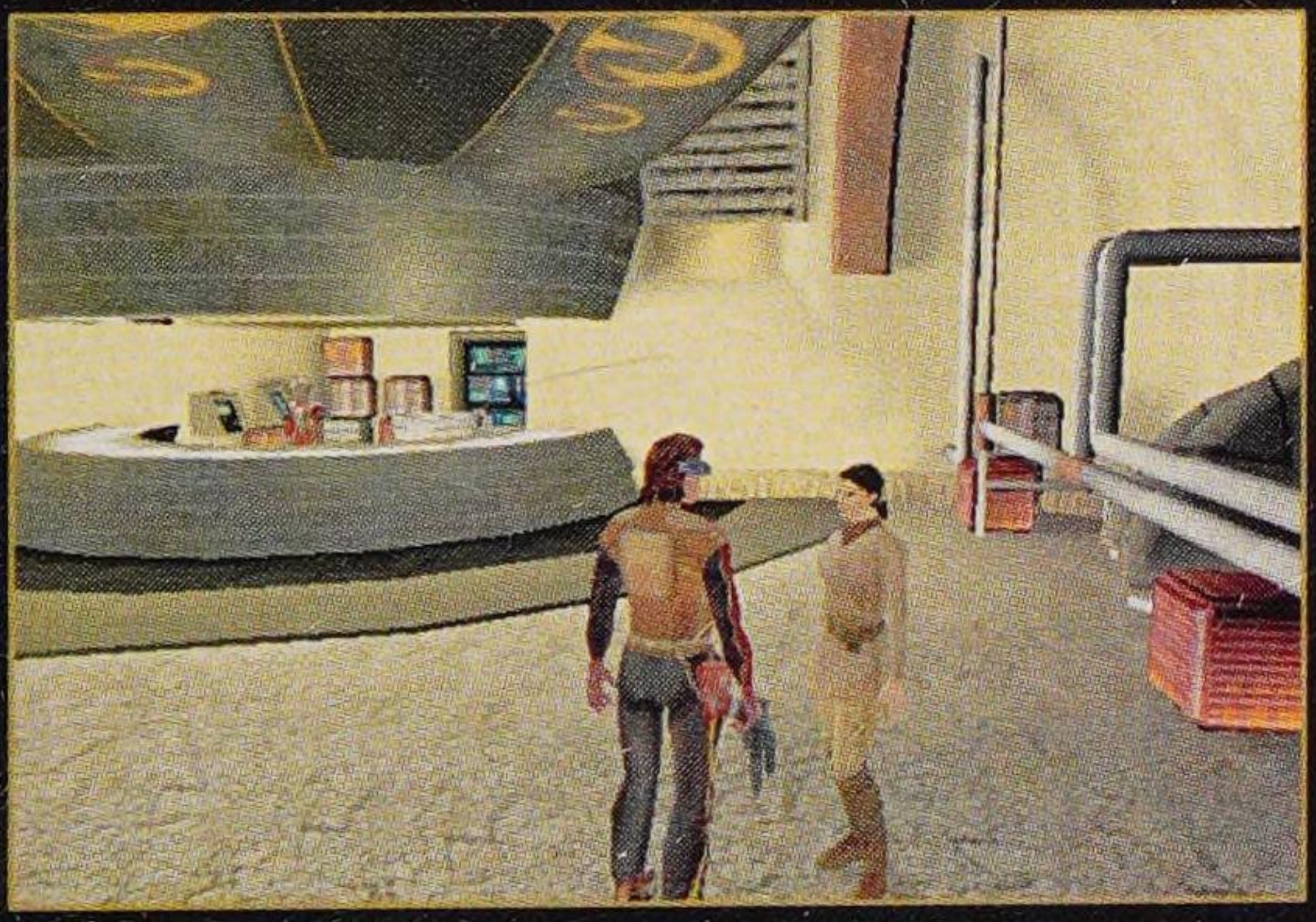
The three remaining quests are required for the completion of your adventure on Tatooine, although you may return to the *Ebon Hawk* and leave at any time. The reward for finishing the tasks outlined below is the ability to download another star map to your datapad and add it to your ship's trajectory computer. The quests are placed together in a continuous "Critical Path." When you complete each main quest, it is noted in the walkthrough. Below are quick notes on how to complete each remaining main quest portion:

Sand People (Main Quest)
- ~ Obtain hunter's license and engage Sand People in the Dune Sea.

A Desert Hunt (Main Quest)
- ~ Hunt down a fabled krayt dragon.

Star Map: Tatooine (Main Quest)
- ~ Locate the star map, then return to the *Ebon Hawk*.

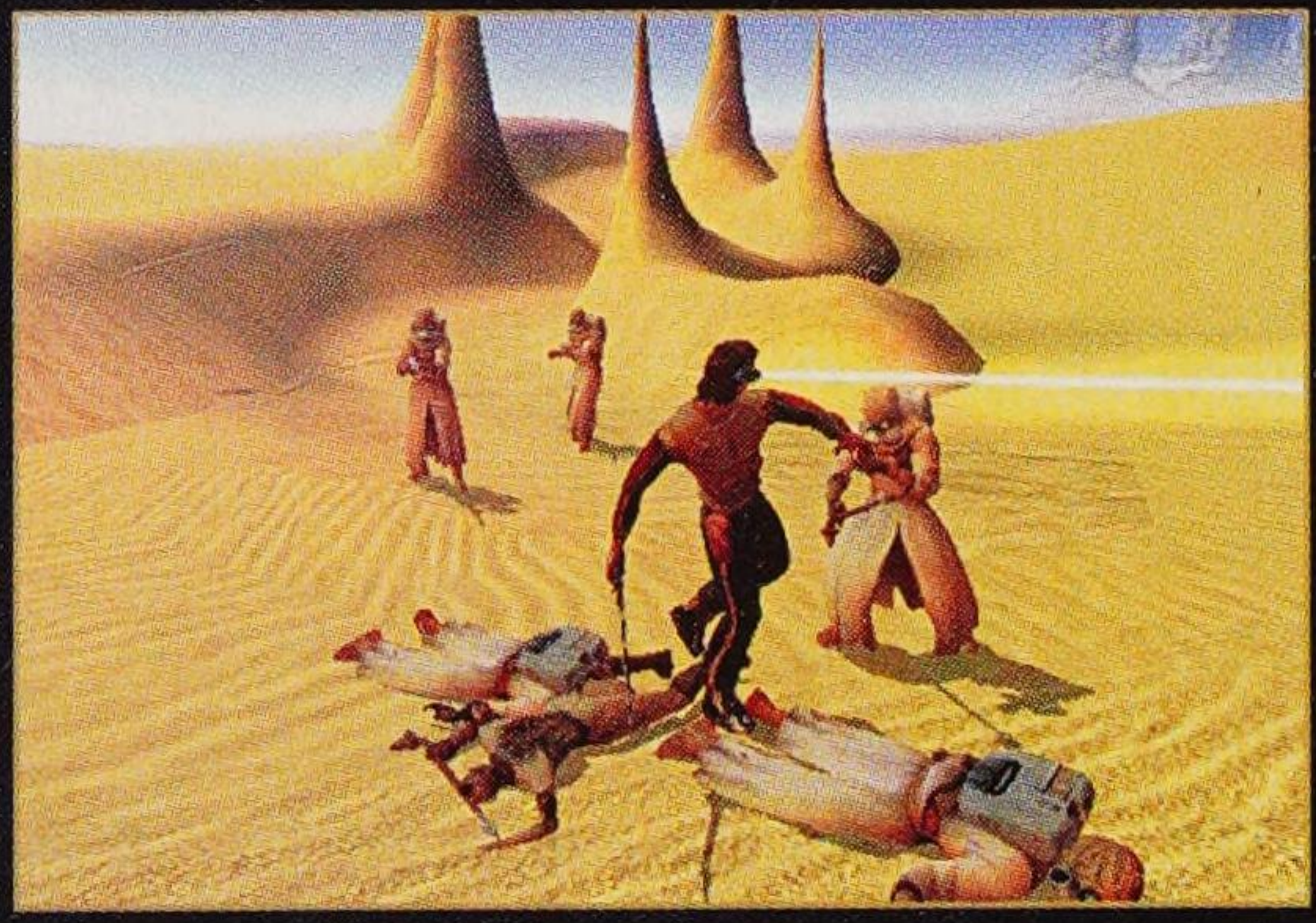
Action 1: Obtaining a Hunter's License



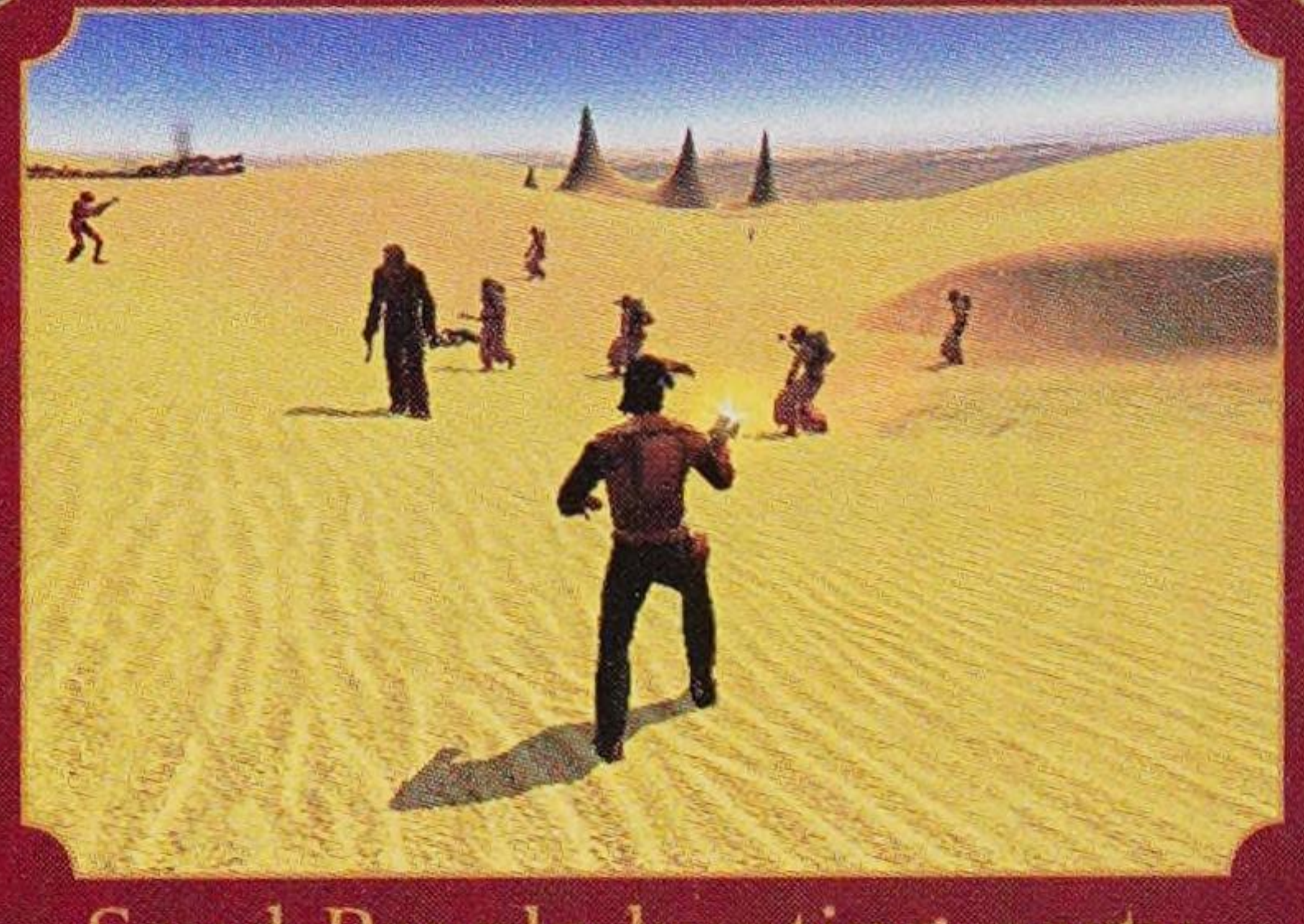
To gain respect from the roving bands of mercenaries and hunters, and to access Fazza Utral's inventory in the Hunter's Lodge, you must secure a hunter's license. This is also the key to entering the Dune Sea; without a license, you are halted at the Anchorhead gate, on the opposite side of the city from the docking bay.

Hunter's licenses are issued only by the Czerka Corporation, so use your map to locate their offices (Waypoint A). Once inside, speak to the protocol officer, who agrees to grant you a license in return for using your combat skills to hunt down roving bands of Sand People in the vicinity of the Dune Sea. The more Sand People gaffi sticks you bring in, the more impressed the Czerka Corp will be. There are credit rewards, and the chieftain's stick also doubles as a melee weapon. When you've been given your hunter's license, move to the gate, and enter the Dune Sea.

Action 2: Sand in Your Boots

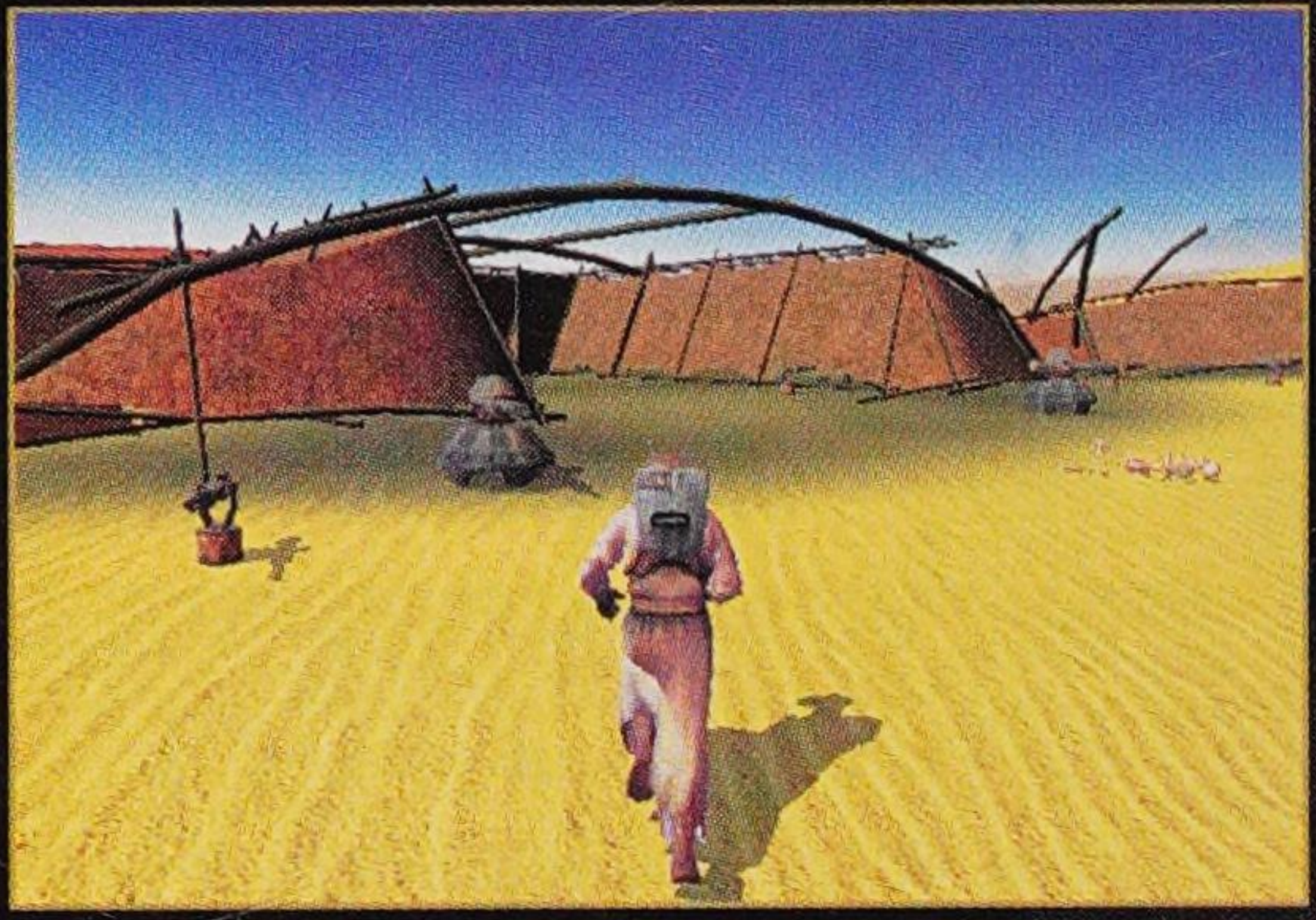


Once out into the Dune Sea, head directly past the sandcrawler, optionally checking the junk pile, and sprint south (ahead and to the right) until you meet five Sand People inspecting droid remains. Wipe them all out! They stand near a sand bank—the entrance to their domain (Waypoint B). Search their remains after combat, make sure HK-47 is in your party, and move to the Sand People's territory.

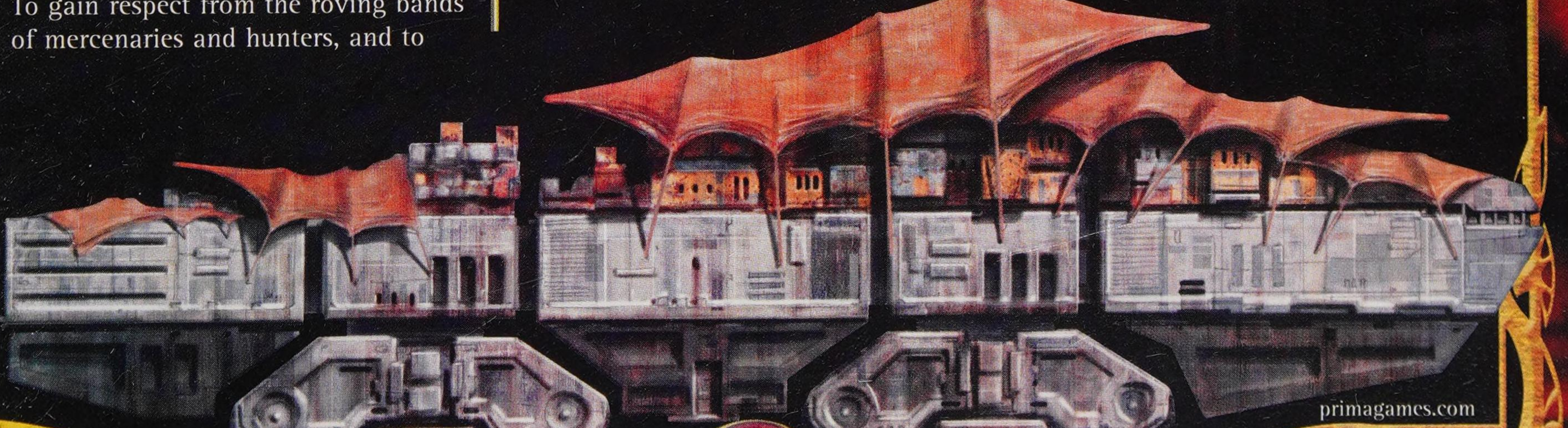


Sand People hunting party.

Action 3: Tall Tales with the Sand People

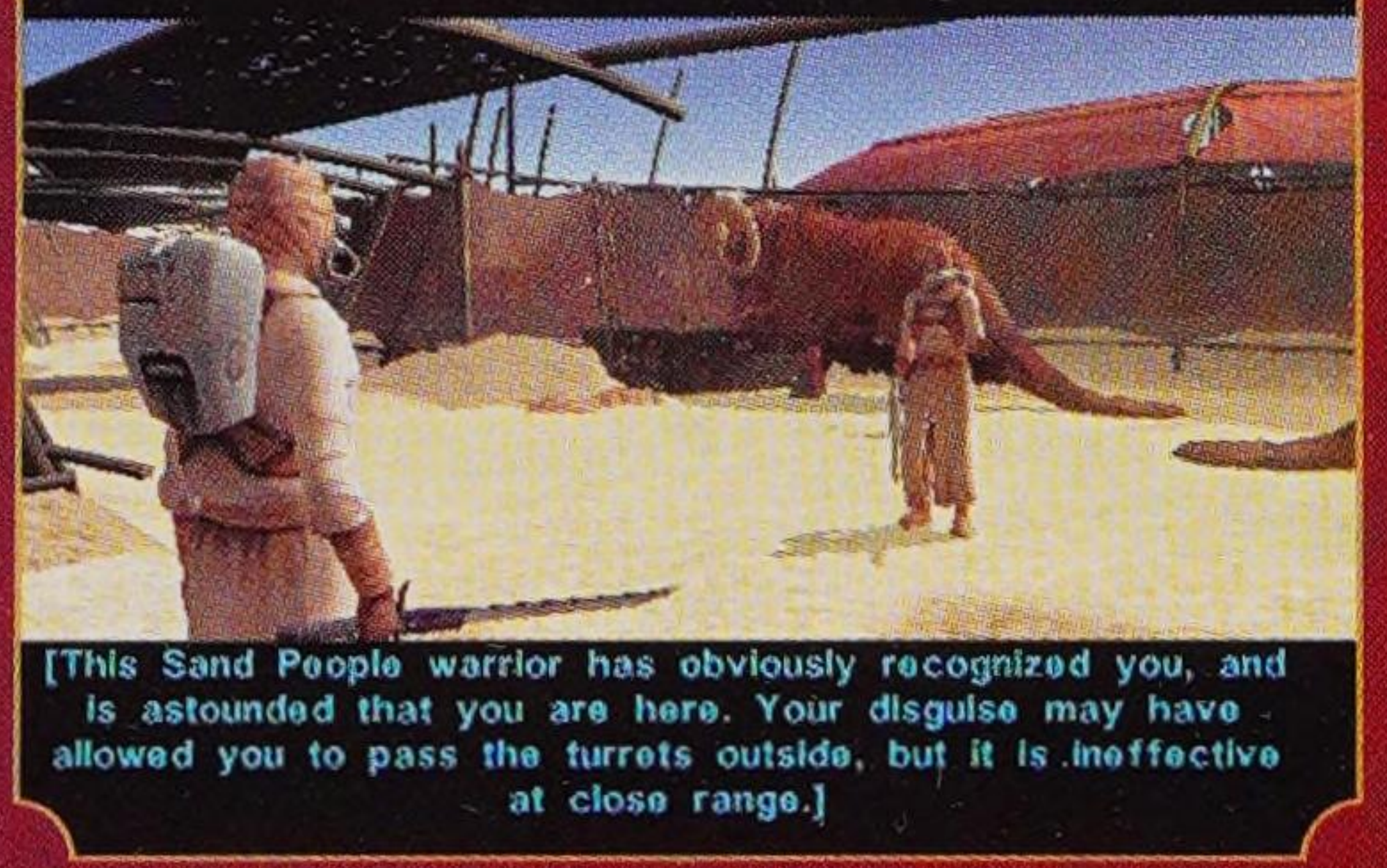


You'll be impeded from entering this enclave if you approach the numerous turrets at the entrance with firepower of your own. Instead, don the garb of the Sand People you slew in the Dune Sea, and venture to the enclave

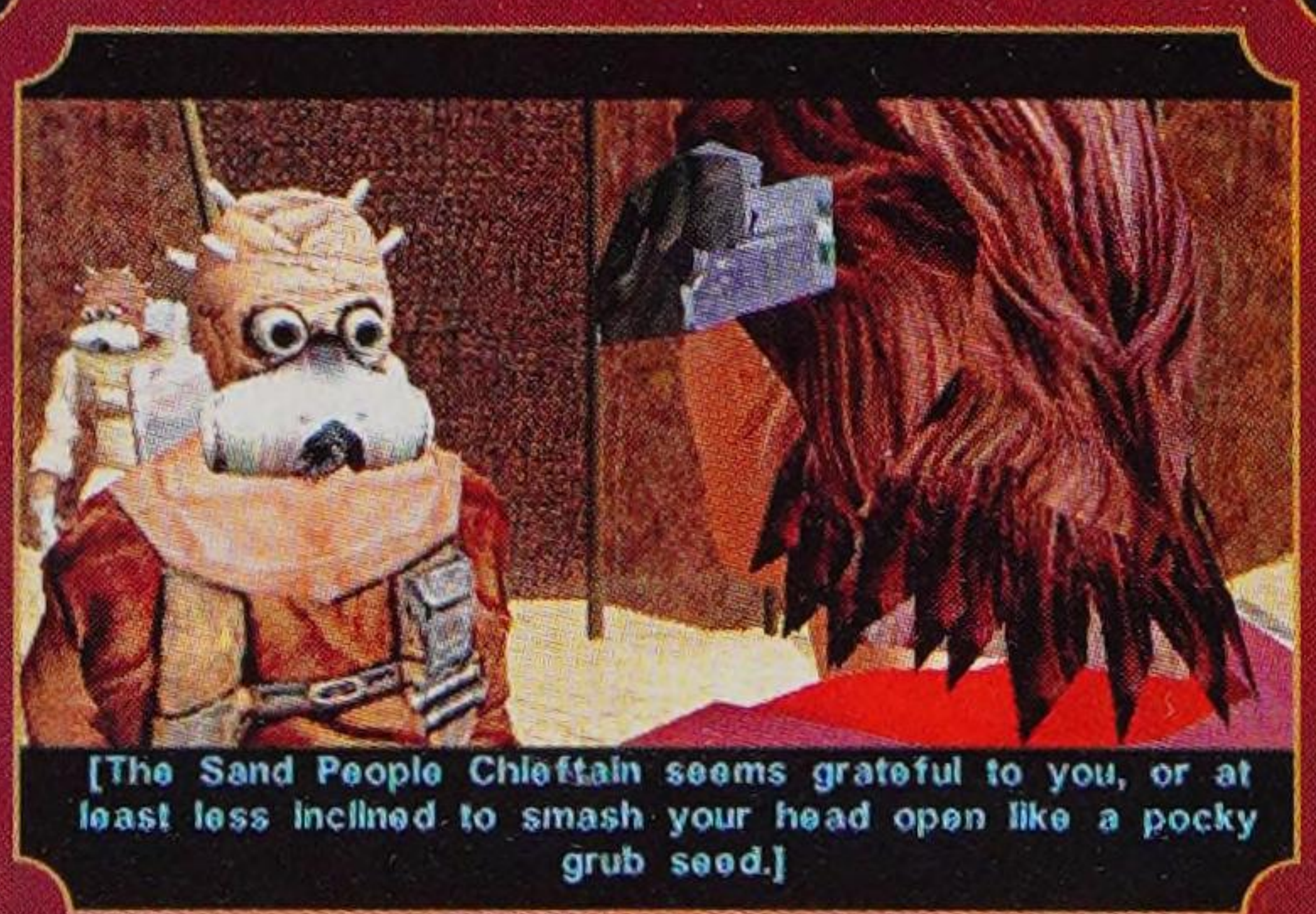


entrance (Waypoint C) while dressed as a Sand Person. Make sure your partner is also attired. Droids need not apply this disguise.

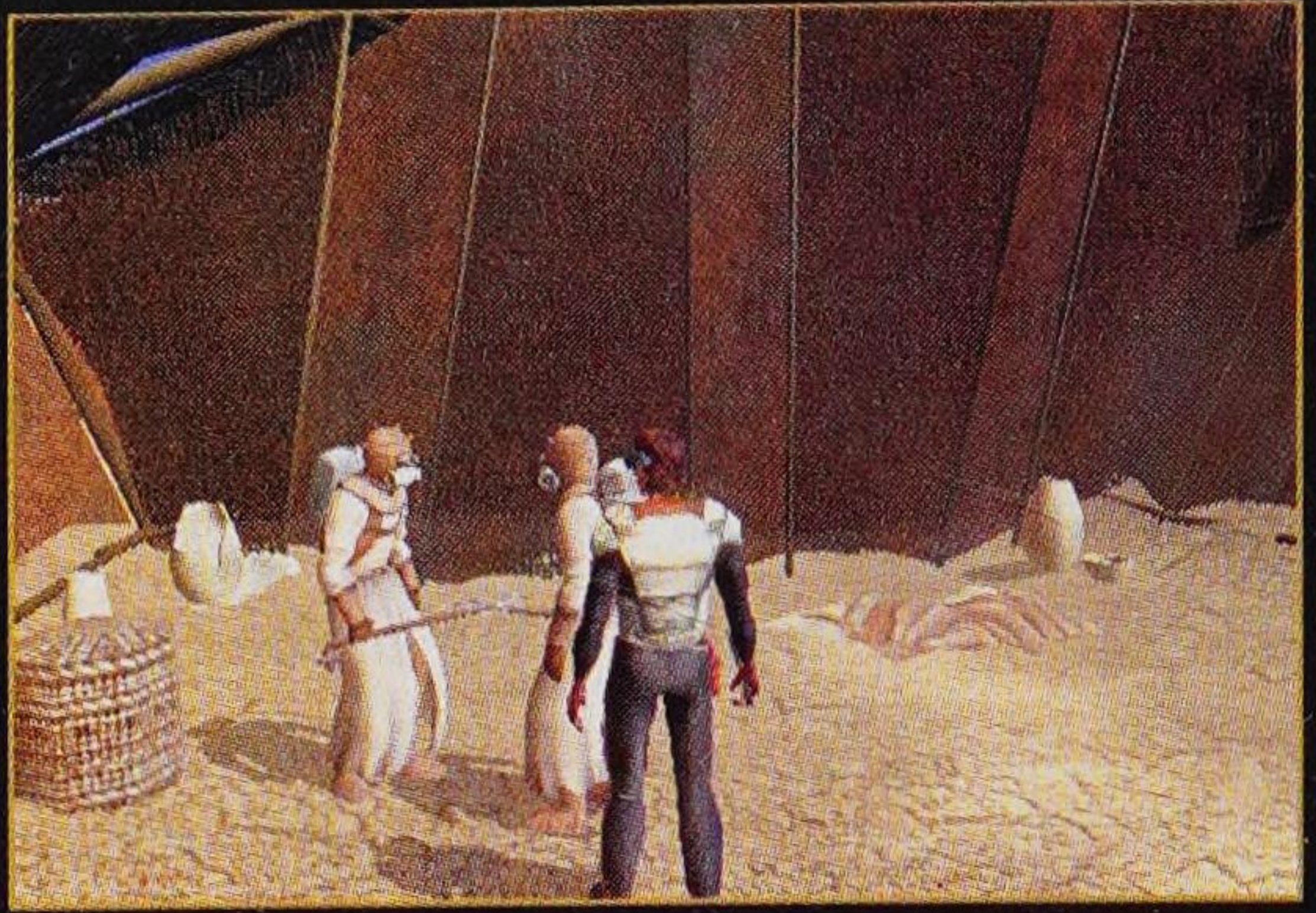
Once through the entrance, you are led to the chieftain and a conversation starts. Should you wish to minimize Sand People casualties (light side), be careful how you greet these violent indigenous creatures. Unless you have HK-47 with you, the language barrier proves too difficult to breach, and combat ensues. This continues until all the Sand People, or your party, have been defeated. If you are intent on a violent end to this Tatooine power struggle (dark side), bring enough combat and medical equipment to survive the assault on the Sand People base!


[This Sand People warrior has obviously recognized you, and is astounded that you are here. Your disguise may have allowed you to pass the turrets outside, but it is ineffective at close range.]

Sand People inside the enclave.


[The Sand People Chieftain seems grateful to you, or at least less inclined to smash your head open like a pocky grub seed.]

Sand People chieftain.

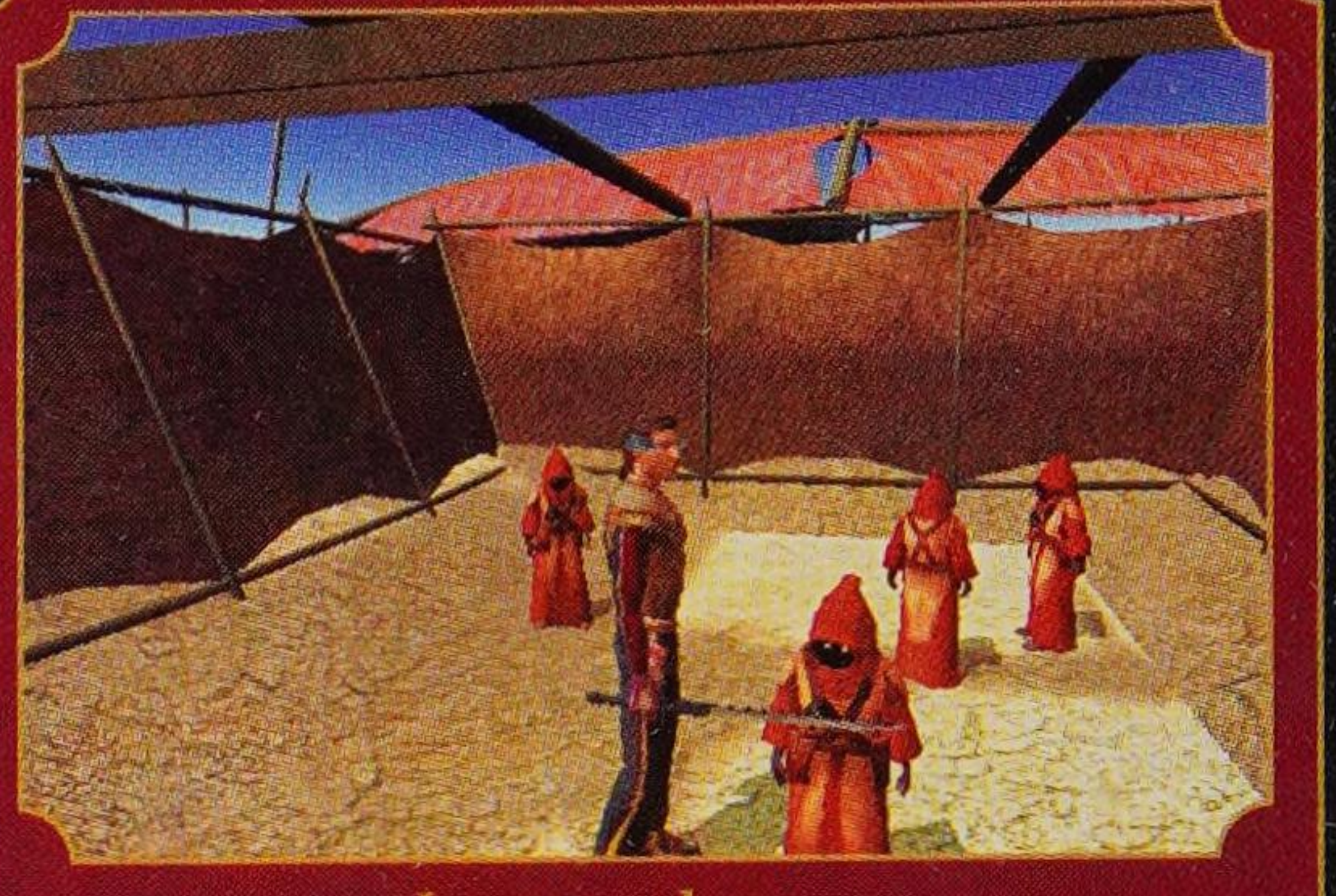


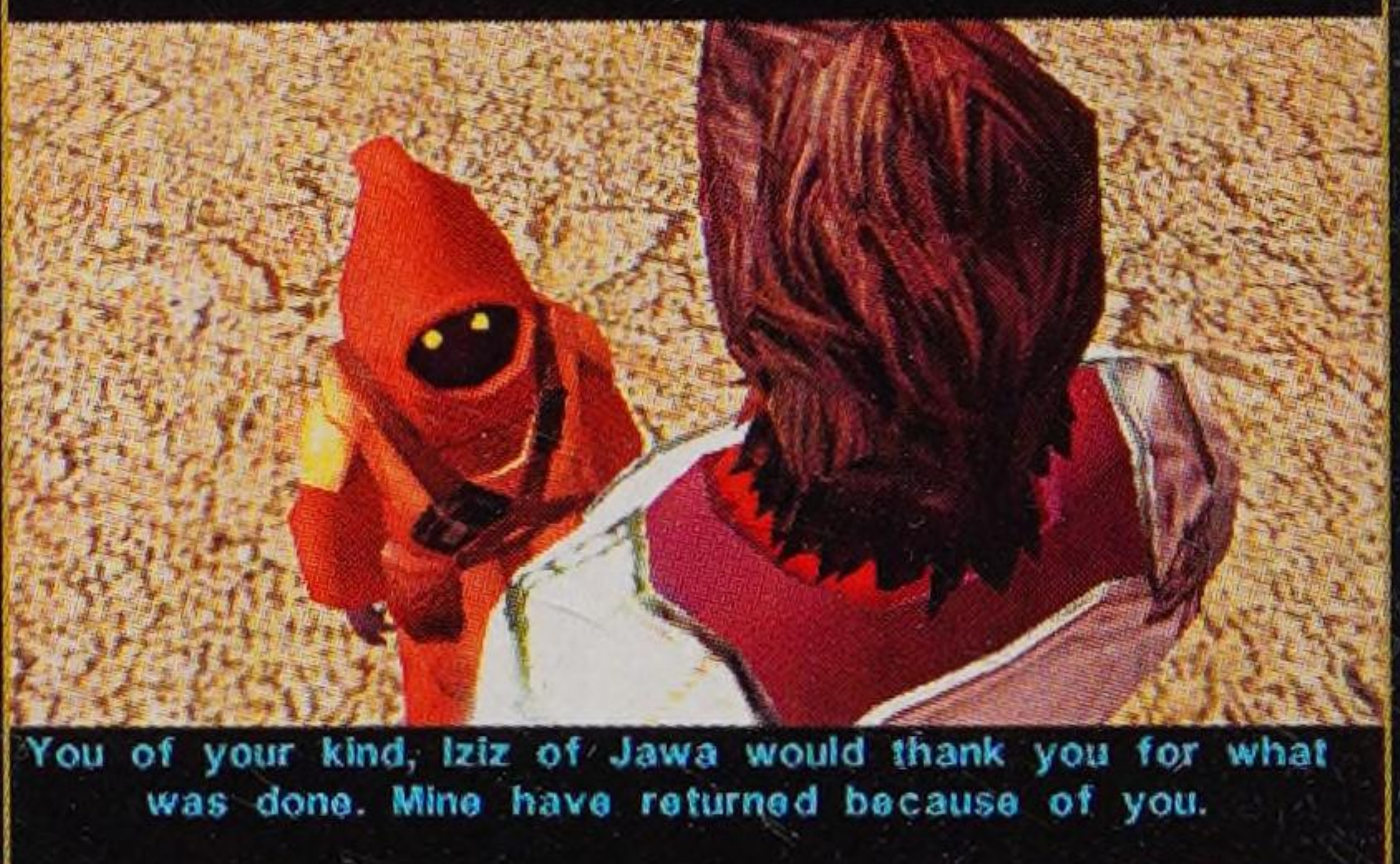
If you bring HK-47 and remain courteous throughout the translated conversations, you appear in the chieftain's room (Waypoint D). If you want a peaceful solution, politely answer the chieftain's questions and keep that combat-hungry droid under control! Providing violence doesn't break out, the chieftain informs you why his people are attacking the miners—it's because their sandcrawlers are destroying the Sand Peoples' lands—and he requests a moisture vaporator.

The Czerka Corporation has the necessary equipment for you to give to the chieftain (who in return will lessen the incursions on Czerka-licensed expeditions). Return to Anchorhead, and enter the Czerka Corporation building where you claimed your license. Ignore the protocol officer, and purchase the vaporators from Greeta Holda. She hands them over for 400 credits. Now return to the enclave.

Translation: [Unintelligible]

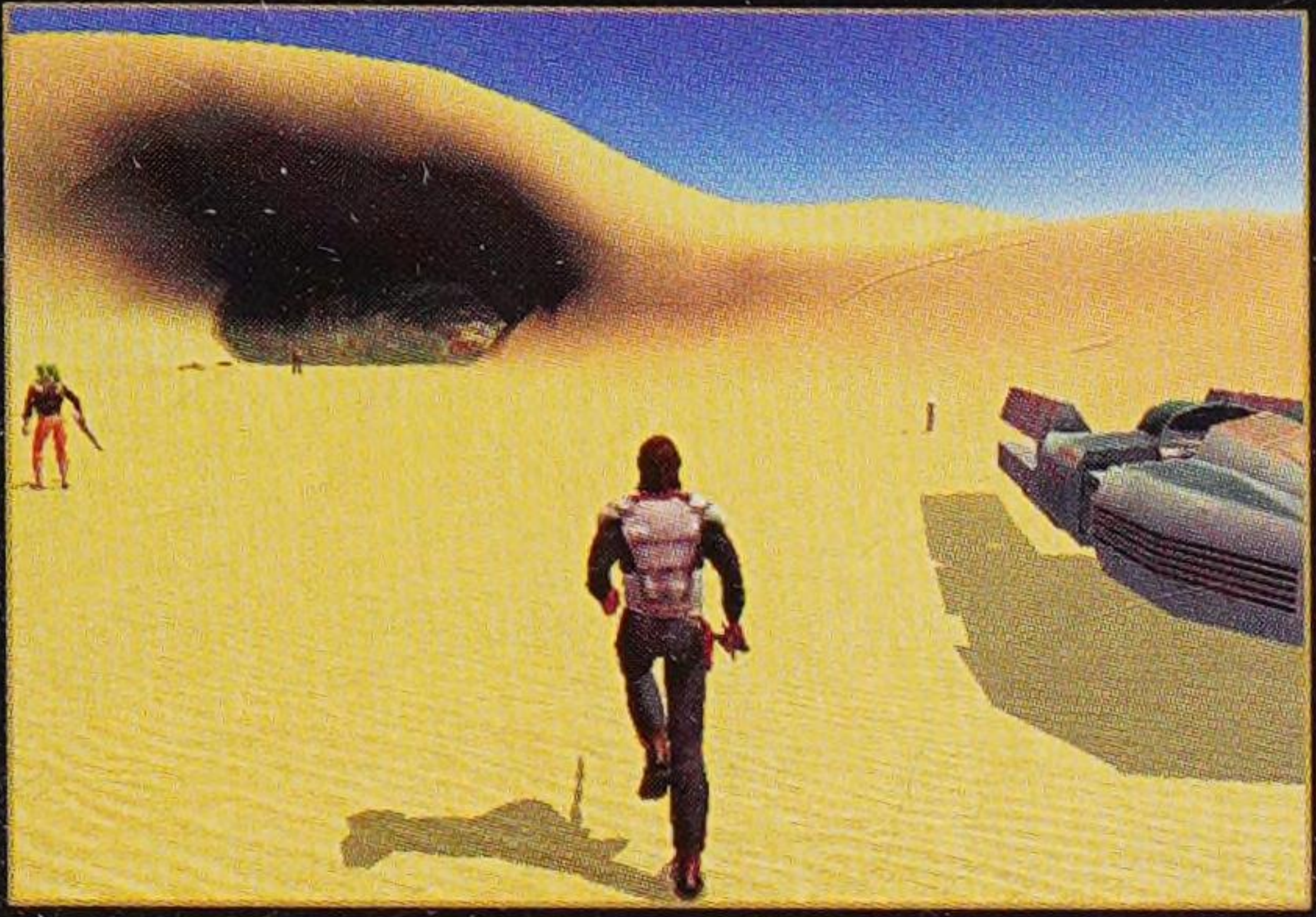
The chieftain is surprised by your honesty, and he agrees to call back many of his raiding parties. He even gives you his gaffi stick as an offering (allowing you to keep it, or return it to the protocol officer). At this point, you can free the Jawas from Waypoint E (Sidequest 4), Griff (Sidequest 7), or start to find out about the star map and Sand People culture (Sidequest 6). Refer to these sections for more information. If you completed this part of the quest without fighting (light side), the chieftain also rewards you with a map to the East Dune Sea.


Jawa slaves

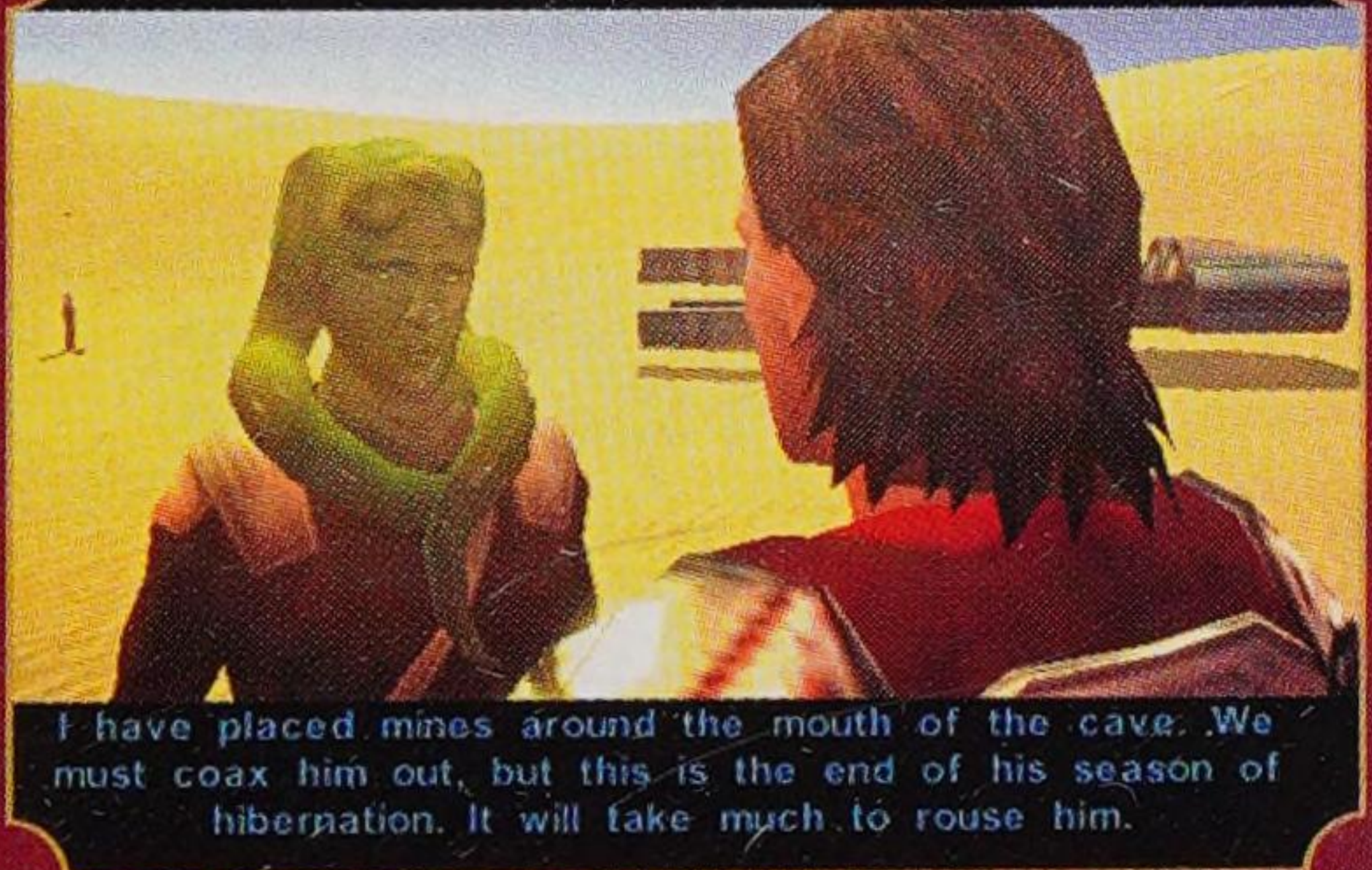

You of your kind, Iziz of Jawa would thank you for what was done. Mine have returned because of you.

If you are taking violent measures to end the Sand People incursions (dark side), you can free the Jawas from the confines of their prison and hobble out of the enclave, back to Iziz at the Anchorhead gate. If you didn't receive the Eastern Dune Sea map from the chieftain (because you viciously blasted him), Iziz gives you this parchment. You can now enter the area of the Dune Sea infamous as the prowling grounds of the legendary krayt dragon!

Action 4: Bantha Poodoo!



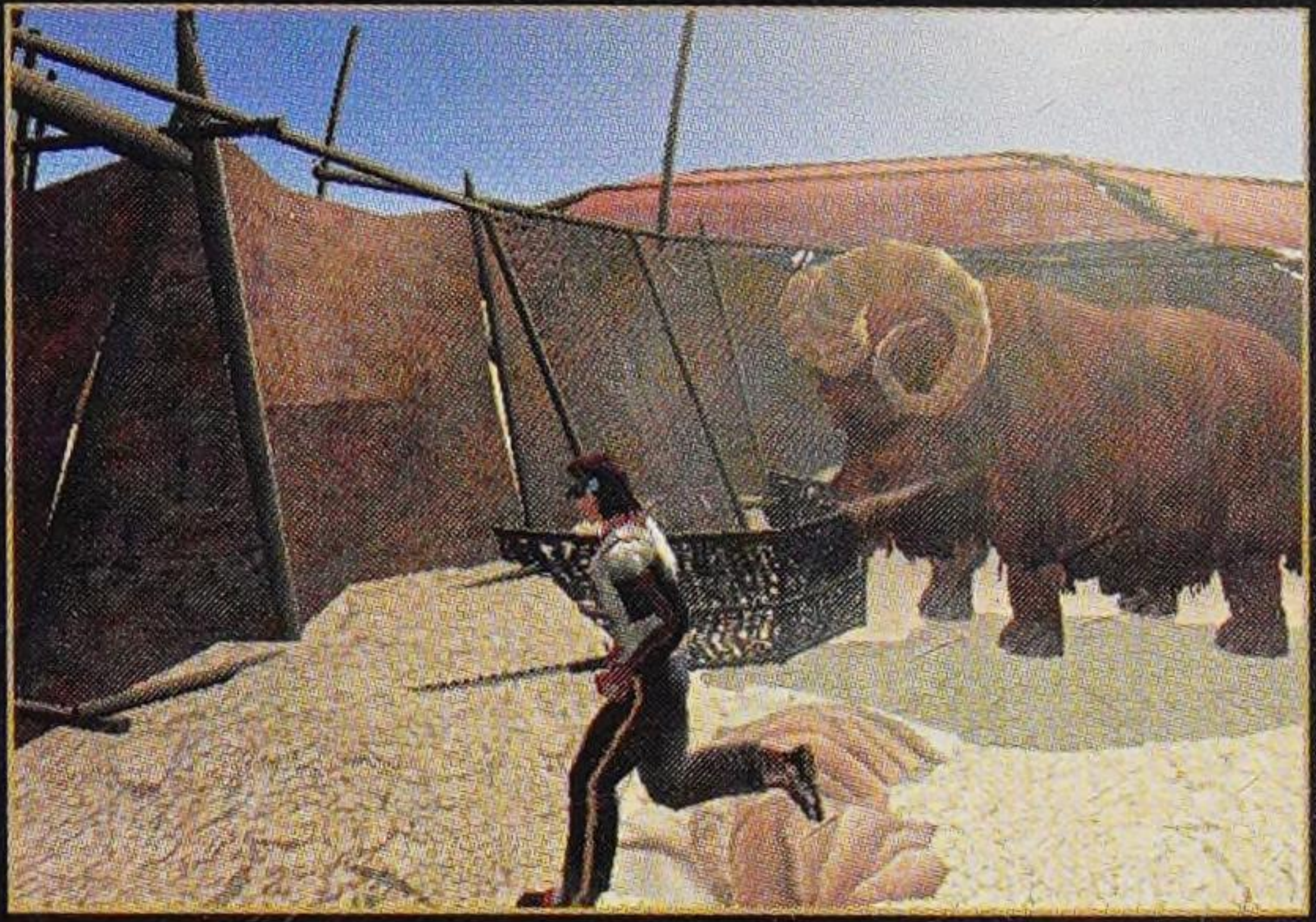
After you possess the map of the eastern Dune Sea, enter this area from either the Dune Sea or the Sand People settlement area (Waypoint F or G). Head east until you spot a gigantic cave mouth in the distance (Waypoint H). As you near, you see two hunters, one of whom is Komad Fortuna, the Twi'lek you may have met inside the Hunter's Lodge in Anchorhead. Fortuna's lackey soon discovers just how deadly the dragon is, leaving Komad and your party to figure out the best way to tackle this scaly behemoth.



I have placed mines around the mouth of the cave. We must coax him out, but this is the end of his season of hibernation. It will take much to rouse him.

Komad Fortuna, we meet again.

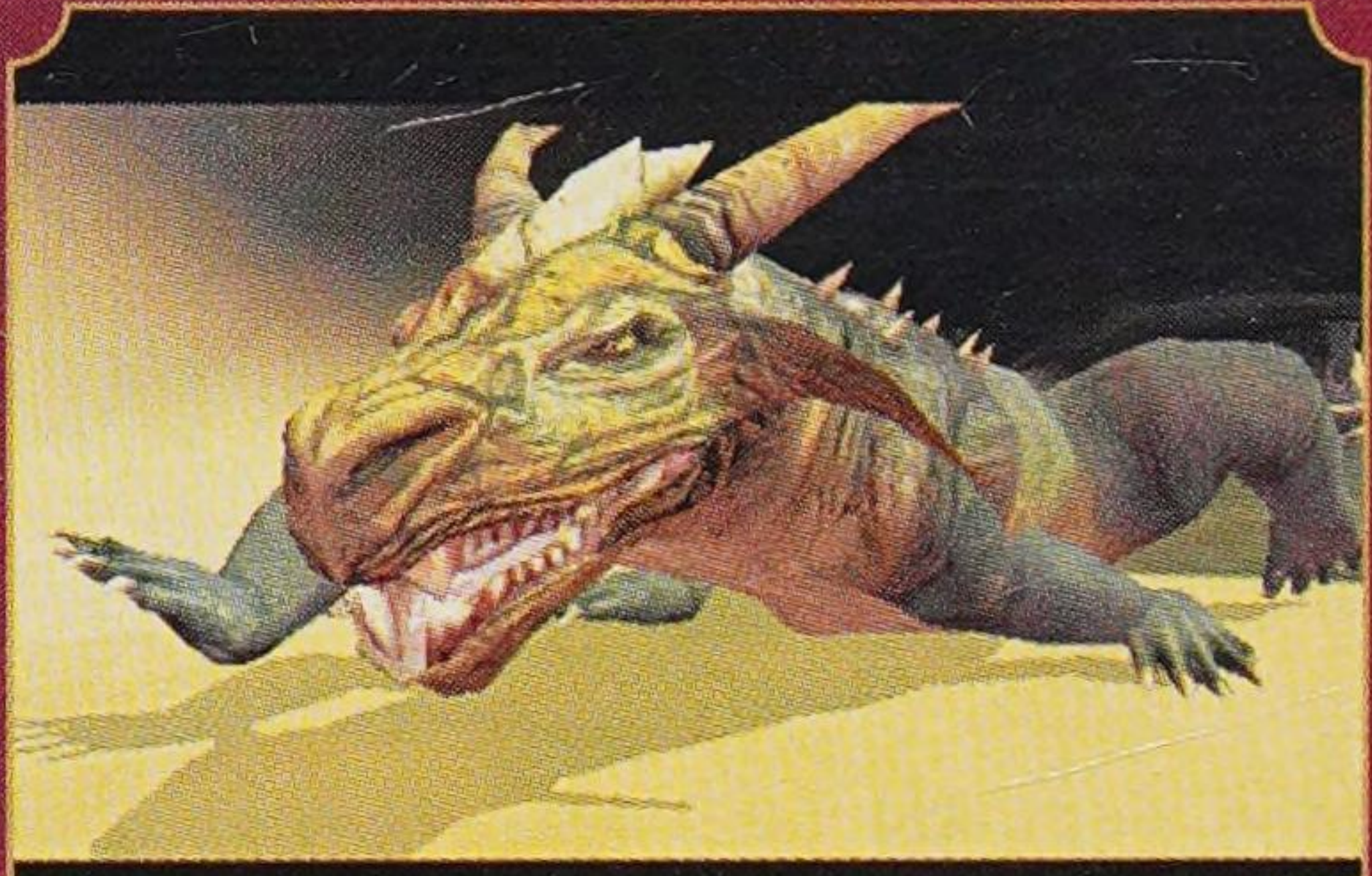
Komad's plan is simple and ingenious—and deadly. Scattering mines around the cave entrance ensures that the dragon (groggy from hibernation) will be neutralized without a dangerous battle inside the cave. The only problem is luring the dragon out. For this, you must find bait. Fortunately, nearby banthas are the dragon's primary source of food, and it is especially hungry.



There are three methods to obtain bantha fodder, necessary sustenance to coax banthas into the cave entrance. You find it on the bodies of some Sand People you defeat (such as at Waypoint B). There is bantha fodder inside the Sand People's enclave, in containers near the banthas (Waypoint H). Or get some from the copious inventory sacks of the strange Mic'Tunan'Jus Orgu, the spaceport vendor. The bantha roam the desert near the cave and are easily excited by the fodder's aroma.

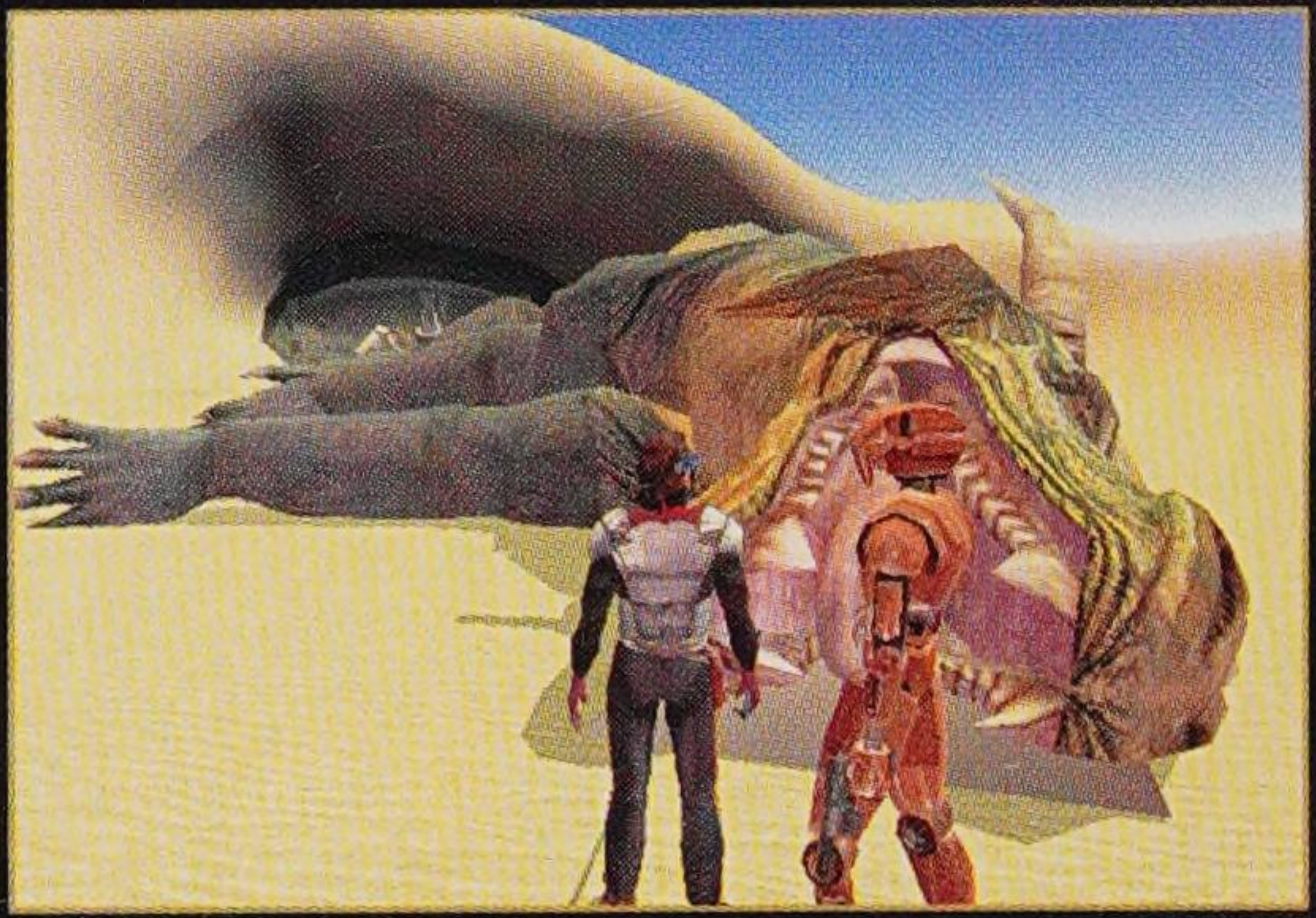
Action 5: Krayt Dragon Deliverance

After you've located the bantha fodder, return to the cave entrance and talk to Fortuna. Although he wishes combat against the krayt dragon was a little more sporting, he's still happy to collect the reward and respect of felling this beast. Naturally, you provide the leg-work, so run back into the east Dune Sea to locate a wandering bantha. There are two near the entrance to the Sand People enclave.



The krayt dragon is disturbed.

You automatically herd them back to the cave entrance where Komad tells you to be ready; a gigantic rumbling sound echoes from inside the cave. The monumental krayt dragon stomps out of its cavern and straight into a massive mine explosion! It takes two sets of mines to finish the creature, but down it goes! Now you can threaten Komad (dark side) into giving you more of the spoils.



After the krayt dragon is destroyed, investigate the rubble and corpses strewn about its lair, as well as the strange ancient monolith at the cavern's far end. This houses the star map, allowing you to further progress with your overriding mission to explore the galaxy. With the star map in hand, check to see if any more of your sidequests need completing (such as Worthy of History), and return to the docking bay and the *Ebon Hawk*. After you blast away from Tatooine, you have the luxury of choosing your next planet location.

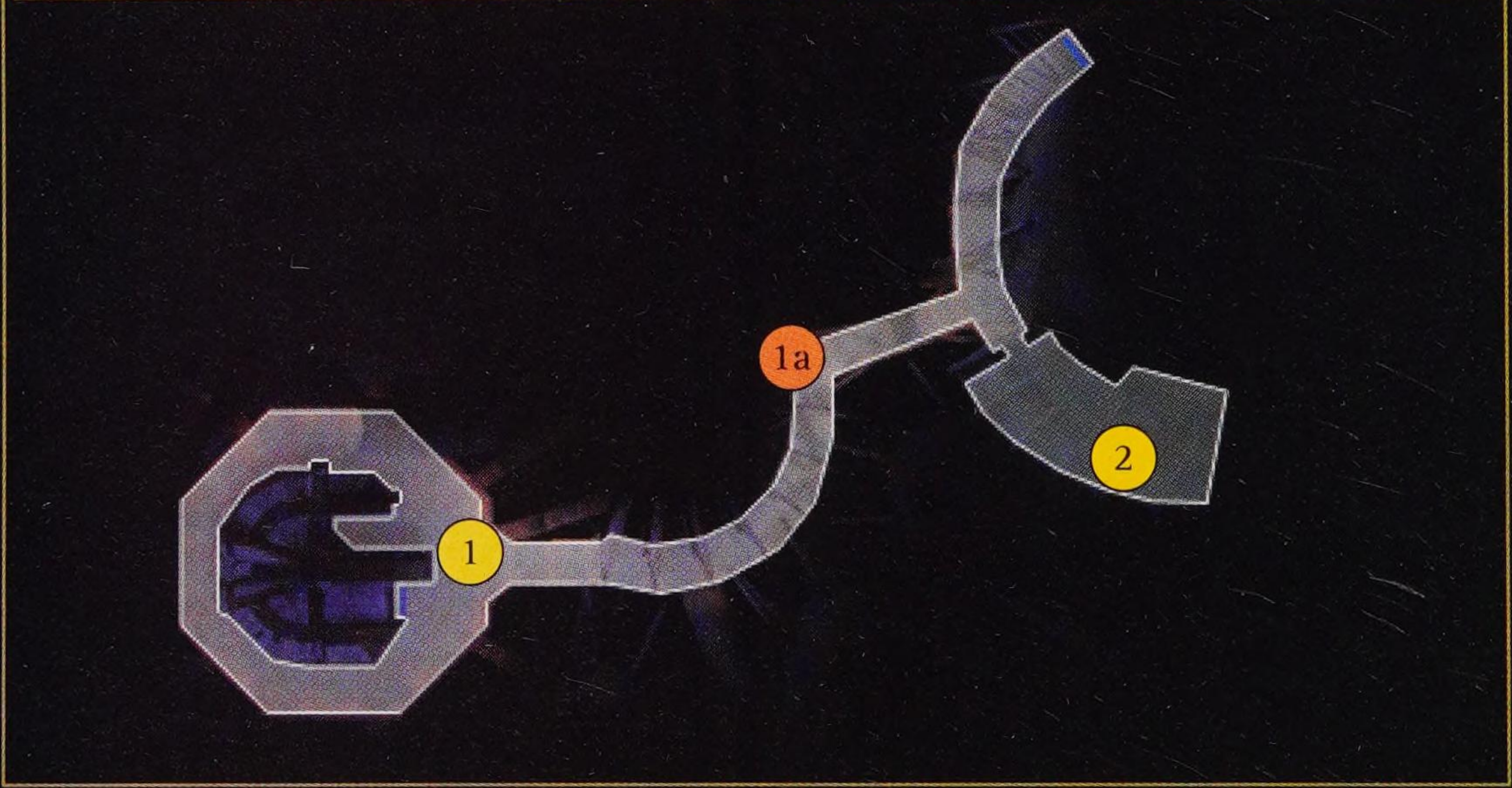
Kashyyyk

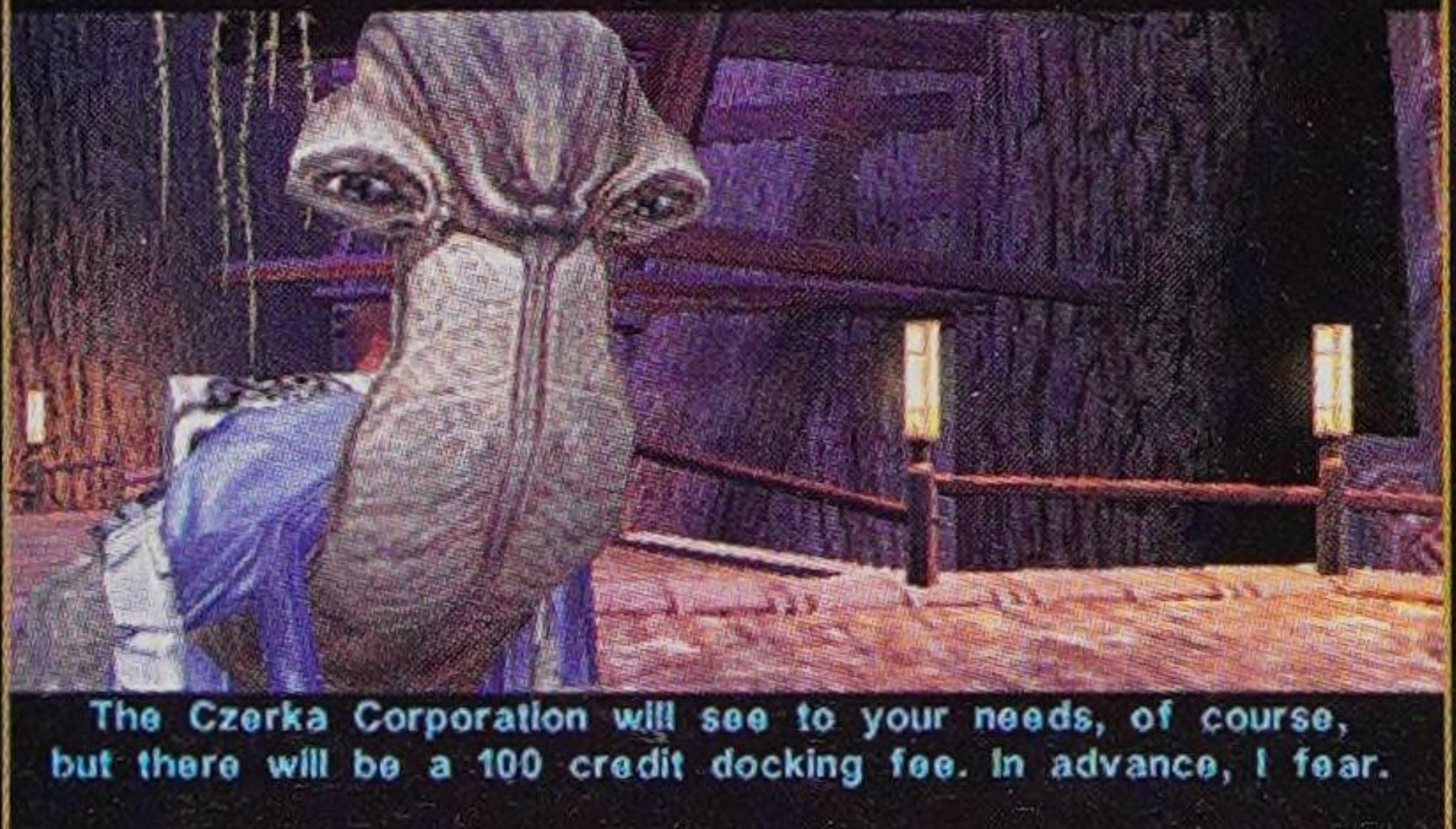
Mission Overview

This forest planet is ruled by a powerful clan of Wookiees. The Czerka Corporation has established a landing port on the planet, though it regards the natives as barbaric savages. The star map is on the hostile surface of Kashyyyk's forest floor, hundreds of feet below the great wroshyr branches upon which the Wookiees built their villages. Kashyyyk was a barren planet until terraformed by the Rakata into a lush forest, with a sentient computer placed in charge of the biotechnology.

Area Overview 1: Czerka Landing Port

Czerka Landing Port




The Czerka Corporation will see to your needs, of course, but there will be a 100 credit docking fee. In advance, I fear.

When you land at the port, you're asked for a docking fee of 100 credits by Janos Wertka (Waypoint 1), an Ithorian. Persuade him to waive the docking fee. You can visit Janos in the Czerka office to buy supplies.

Speak with Janos and the two Czerka scientists inside Janos's office (Waypoint 2) to learn more about the planet. The higher your persuasion, the more you learn about Czerka and its dealings with the Wookiee village of Rwookrrotto, which sells slaves to Czerka in exchange for technology. (The slaves are sold throughout the sector for manual labor and as shock troops.) Depending on how you resolve the Wookiee conflict, Janos may permanently leave Kashyyyk.

ELI GAND OR MATTON DASOL

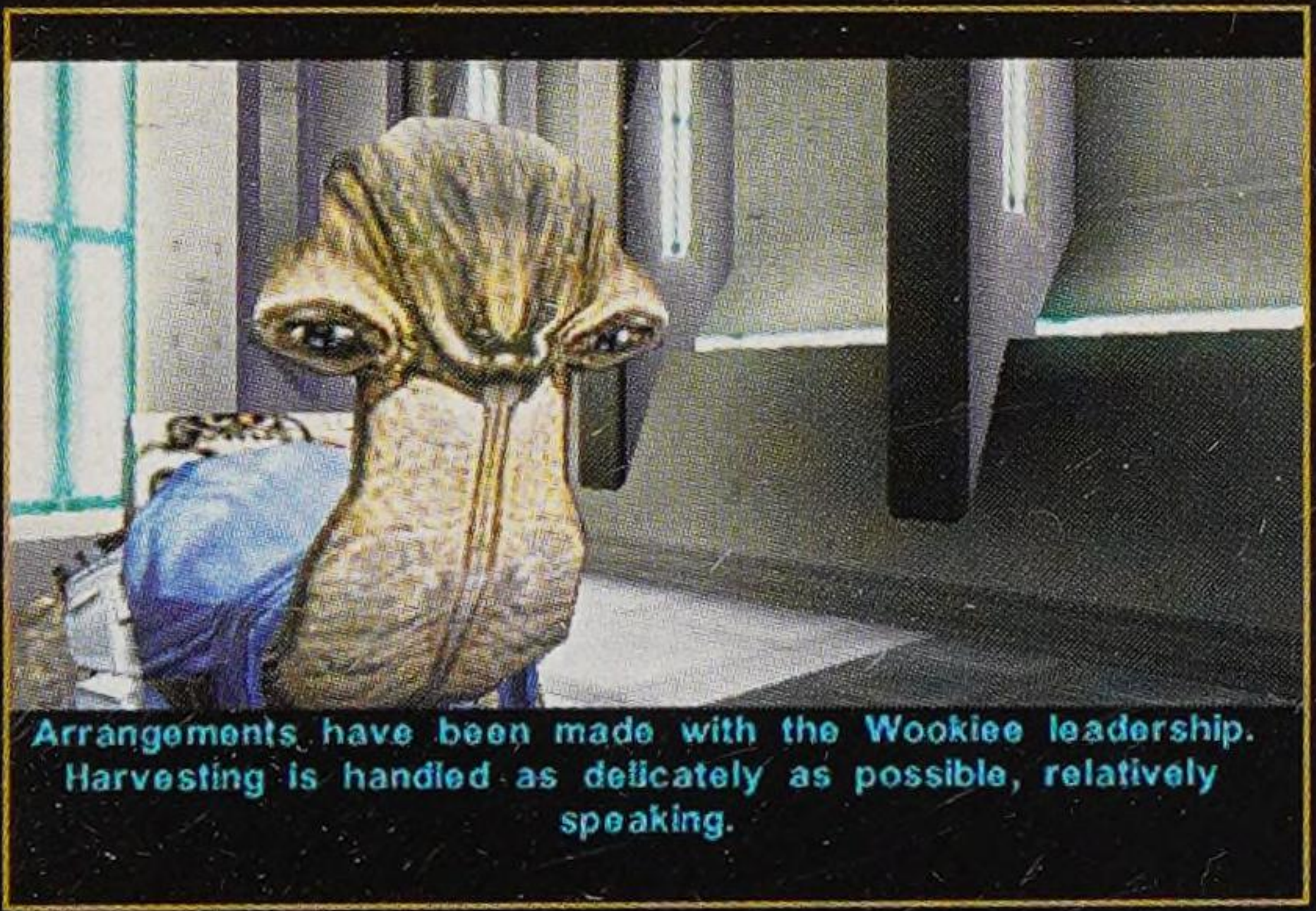
Eli Gand
Dialog

Item (number available)	Cost (Credits)
Advanced medpac (∞)	80
Medpac (∞)	40
Security spike (∞)	100
Exar Kun's light battle suit (1)	6,000
Reinforced fiber armor (1)	3,500
Military suit (∞)	150
Heavy combat suit (∞)	100
Combat suit (∞)	50
Battle armor (1)	400
Light battle armor (1)	250
Bothan sensory visor (1)	150
Breath mask (∞)	100
Neural band (1)	100
Strength gauntlets (1)	1,000
Arkanian energy shield (5)	700
Sith energy shield (2)	350
Energy shield (5)	140
Sound dampening stealth unit (1)	200
Adrenaline amplifier (1)	100
Cardio-regulator (1)	100
Stealth field generator (1)	100
Hyper-battle stimulant (1)	200
Hyper-adrenal alacrity (1)	100
Hyper-adrenal stamina (1)	100
Hyper-adrenal strength (1)	100
Gizka poison (∞)	9
Oil slick (10)	1,500

JANOS WERTKA

JANOS WERTKA
DIALOG

Item (number available)	Cost (Credits)
Bothan stun stick (1)	230
Heavy blaster (2)	200
Sonic pistol (2)	200
Disruptor pistol (2)	200
Ion blaster (2)	200
Blaster pistol (2)	100
Bothan discord gun (1)	1,000
Blaster cannon (2)	600
Bowcaster (2)	400
Blaster rifle (2)	300
Plasma grenade (5)	1,000
Adhesive grenade (5)	130
CryoBan grenade (5)	130
Ion grenade (5)	130
Poison grenade (5)	130
Sonic grenade (5)	130
Frag grenade (infinite)	80
Concussion grenade (5)	80
Average flash mine (5)	250
Average frag mine (5)	250
Average gas mine (5)	250
Average plasma mine (5)	250
Vibration cell (1)	150

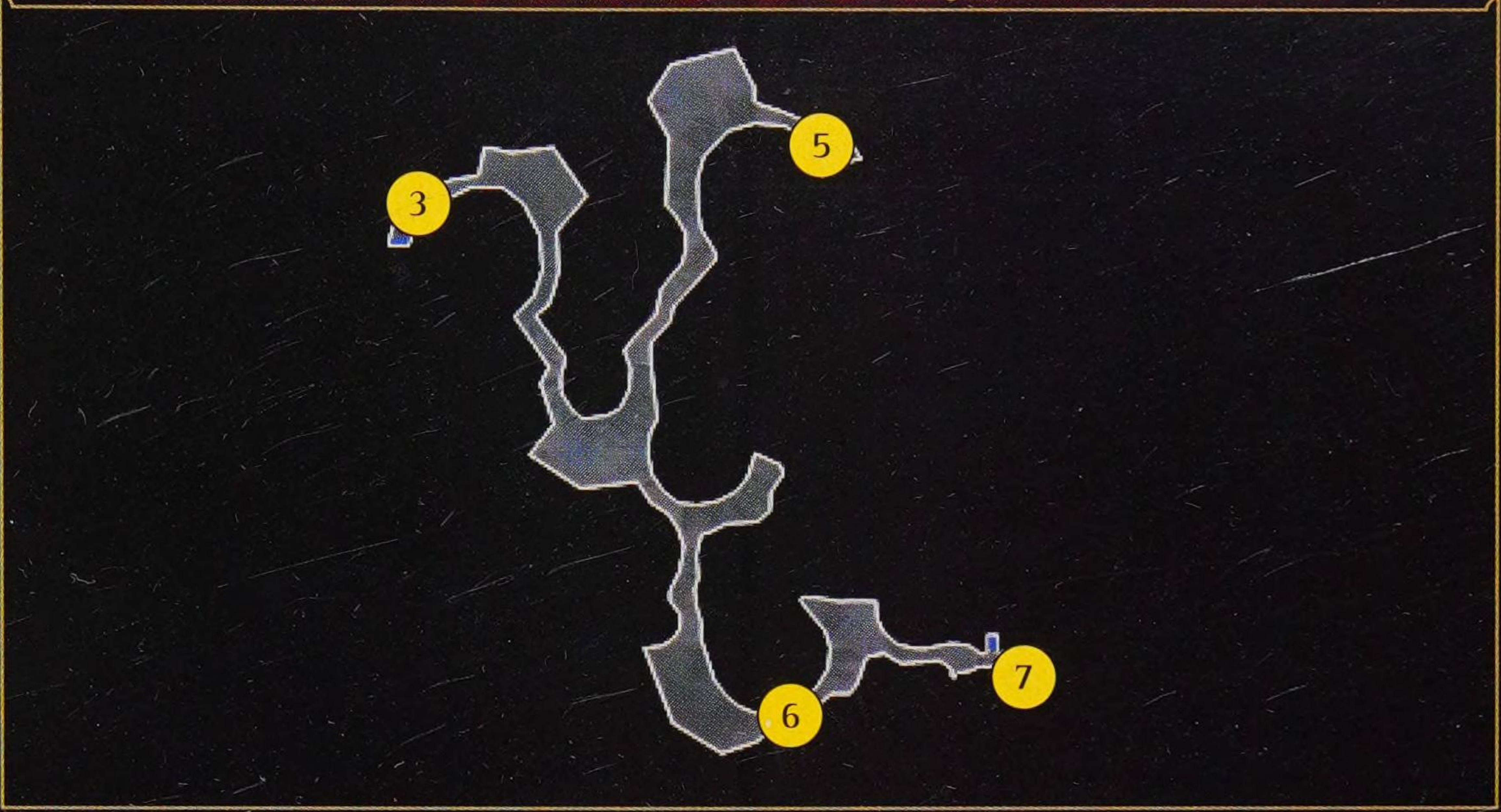


Arrangements have been made with the Wookiee leadership. Harvesting is handled as delicately as possible, relatively speaking.

If you help Freyyr return to power, when you return to the port, you'll find it overrun by a group of Wookiees battling the Czerka Corporation's minions. The Czerka guards are replaced by Wookiee guards on subsequent visits to the planet.

Area Overview 2: The Great Walkway

The Great Walkway



You think I can? Do you know what they get for a healthy one of these things?

In your first encounter after leaving the port, you find three Czerka guards (Waypoint 3) standing over a dead Wookiee, blaming each other for its death. You can leave them be, pretend you're an inspector and get a bribe from them (very dark side!), or kill them for their cruelty. You can also persuade or Force persuade them to abandon their post (light side).

KINRATH STALKER
ATTACK

When you reach the entrance to the village of Rwookrrorro (Waypoint 5), you're automatically whisked away to an audience with Chuundar. Zaalbar is taken hostage (whether or not he's in your party; if the latter, he's taken from the *Ebon Hawk*) and held in the Chieftain's Hall until you complete the Chieftain in Need quest.

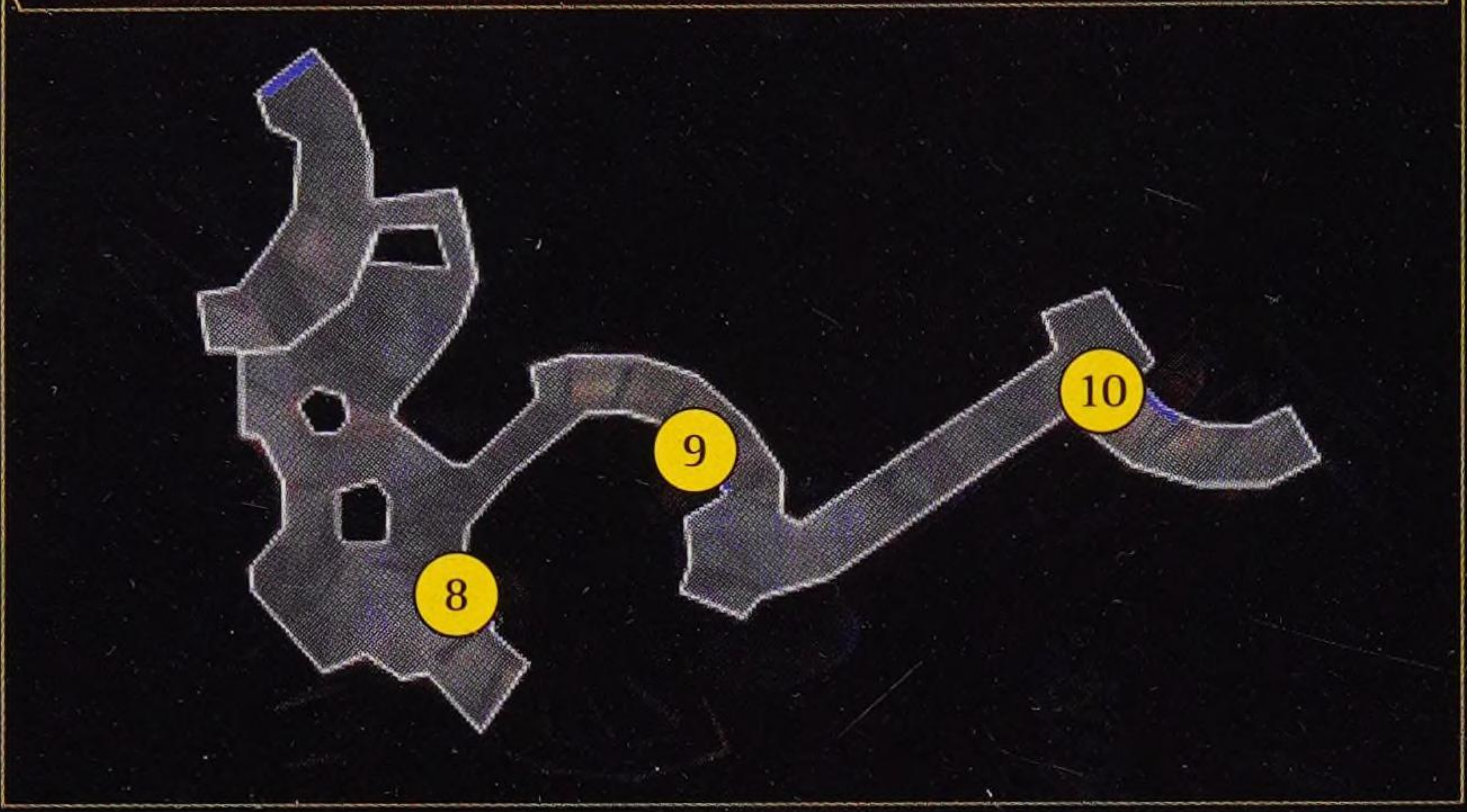
At the walkway's south end (Waypoint 6), a group of Wookiees hunts a group of Kinrath. Talk to them at the conclusion of the battle, although the gruff warriors won't offer much information; use persuade, Force persuade, or lies to obtain the info you seek.

CHORRAWL
DIALOG

At the walkway's southeast end (Waypoint 7) is a basket that can be lowered into the Shadowlands. If you haven't yet spoken with Chuundar, this section of the walkway will be inaccessible. If you have spoken with him, then a Wookiee named Gorwooken will guide you into the cage and lower you into the Shadowlands. Speak to Gorwooken and persuade him for more information about the Shadowlands and the people who've descended into it.

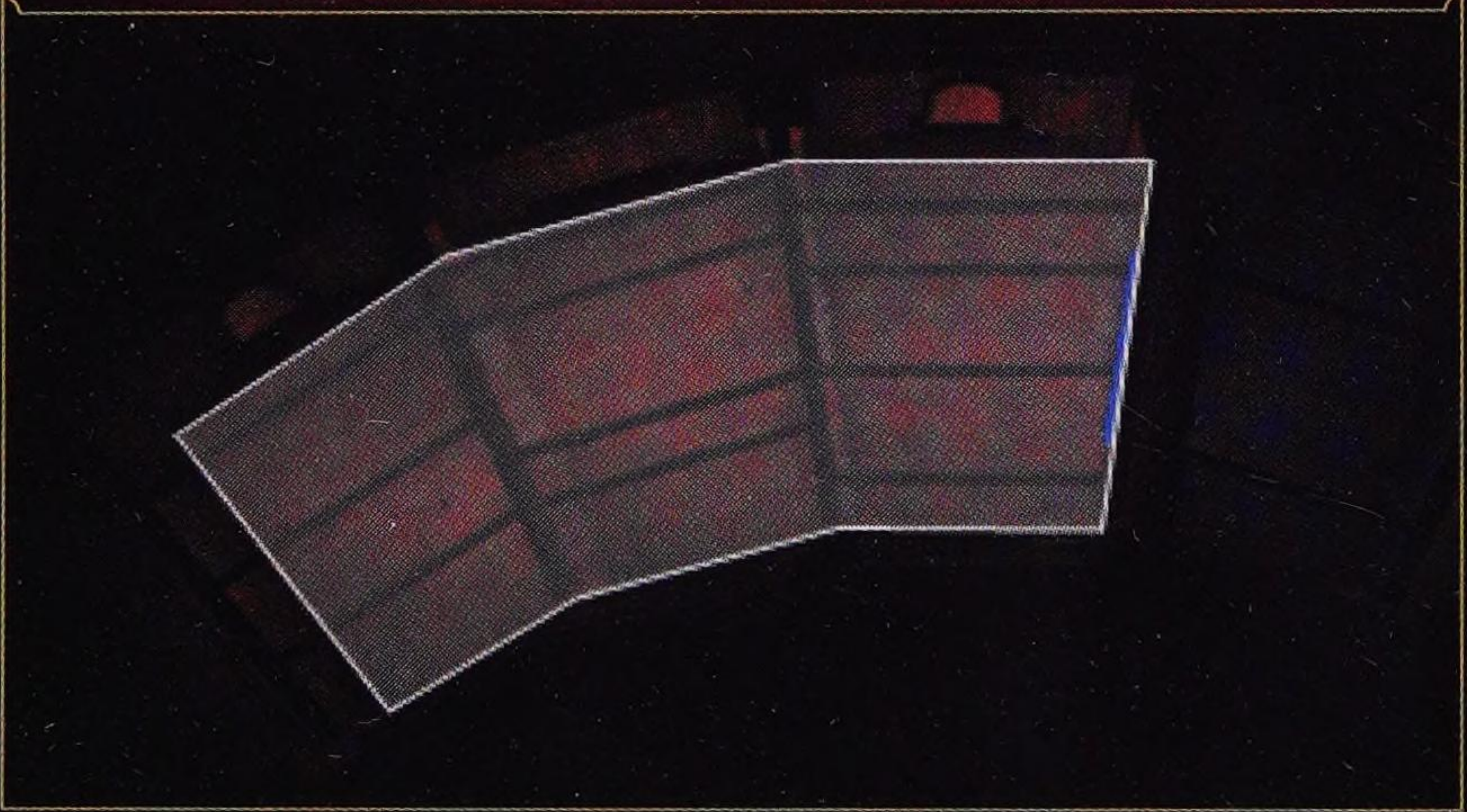
Area Overview 3: Village of Rwookrrorro

Village of Rwookrrorro

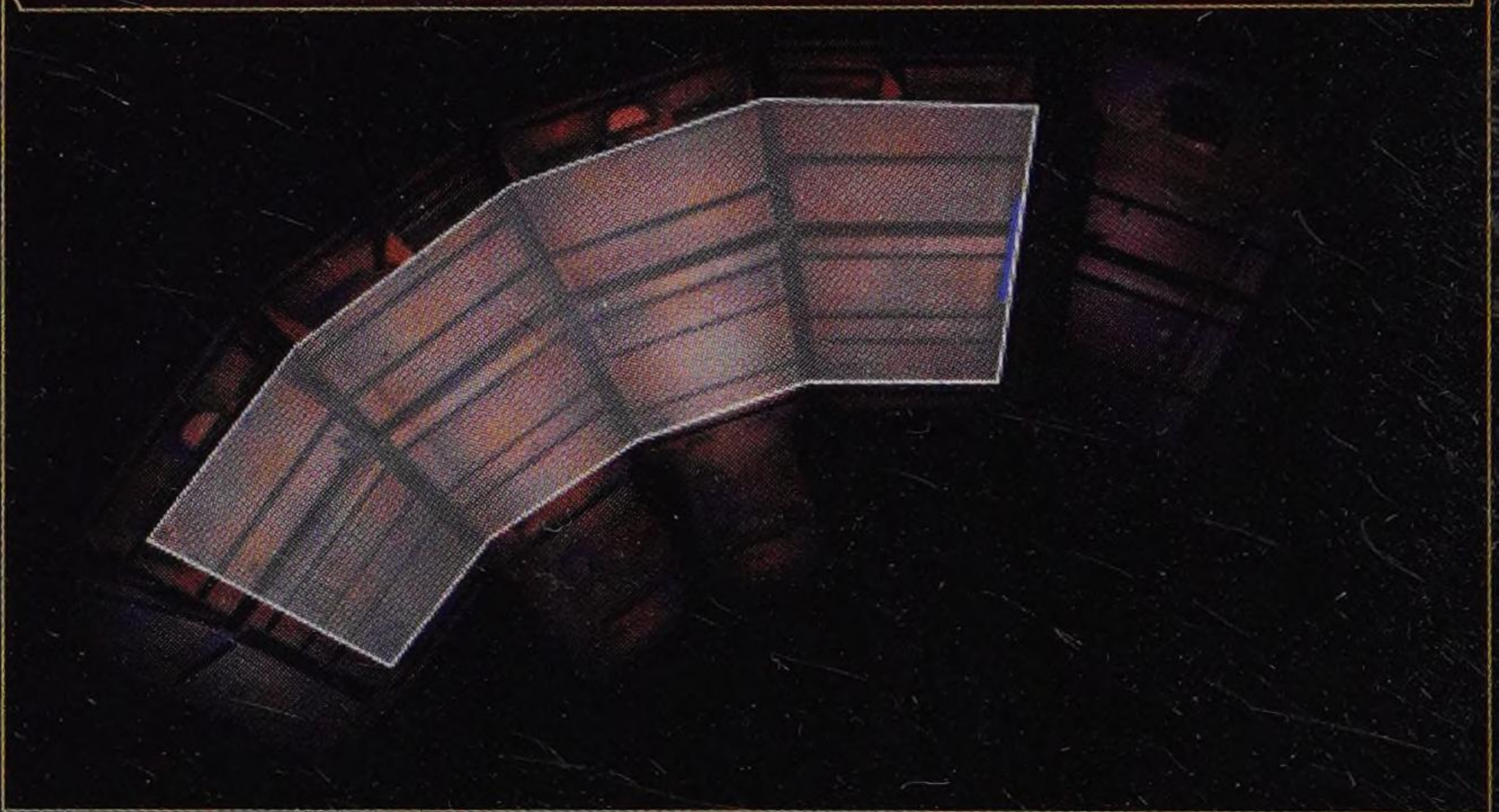


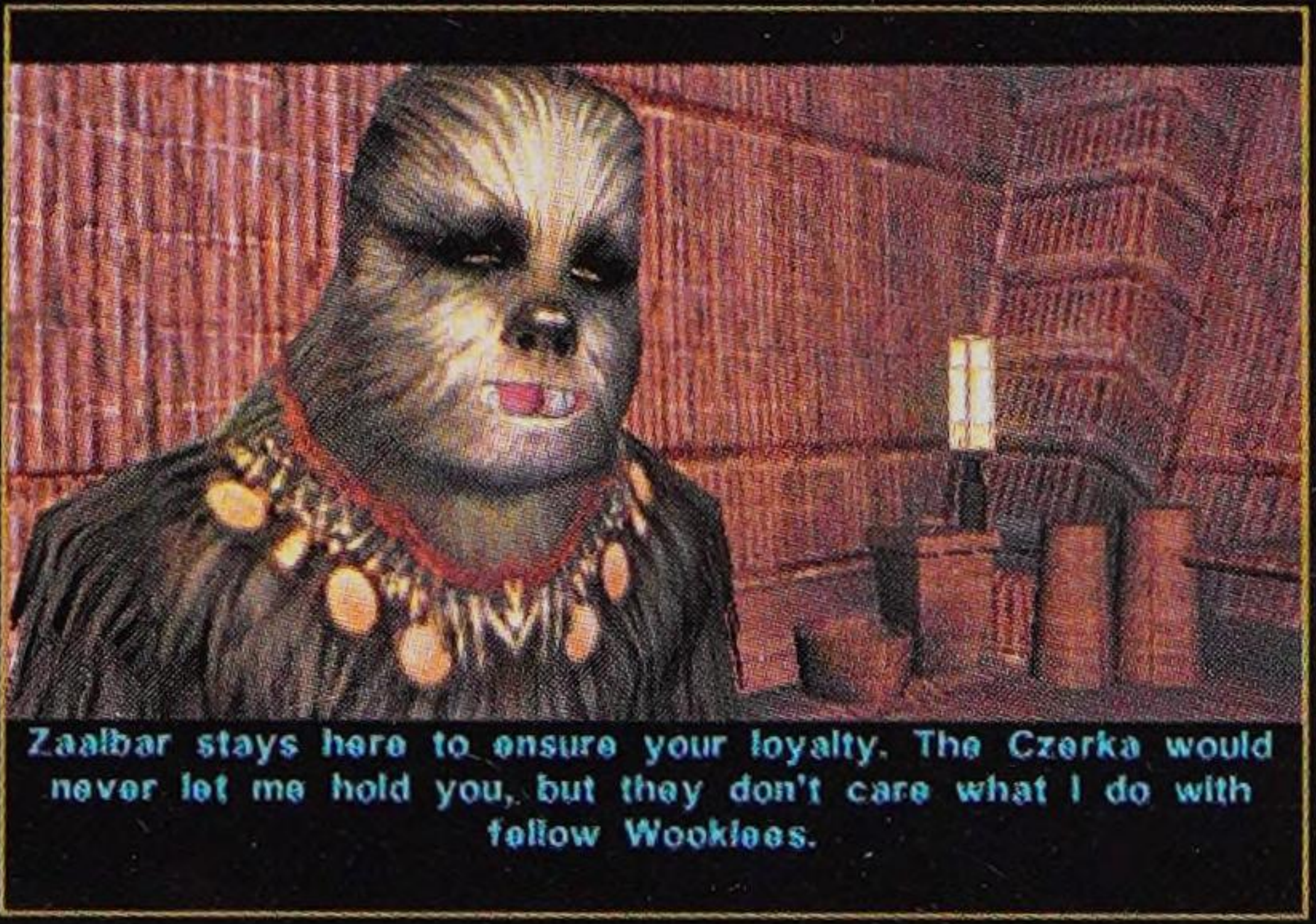
Worrwill's Home

Worroznor's Home



Chieftain's Hall



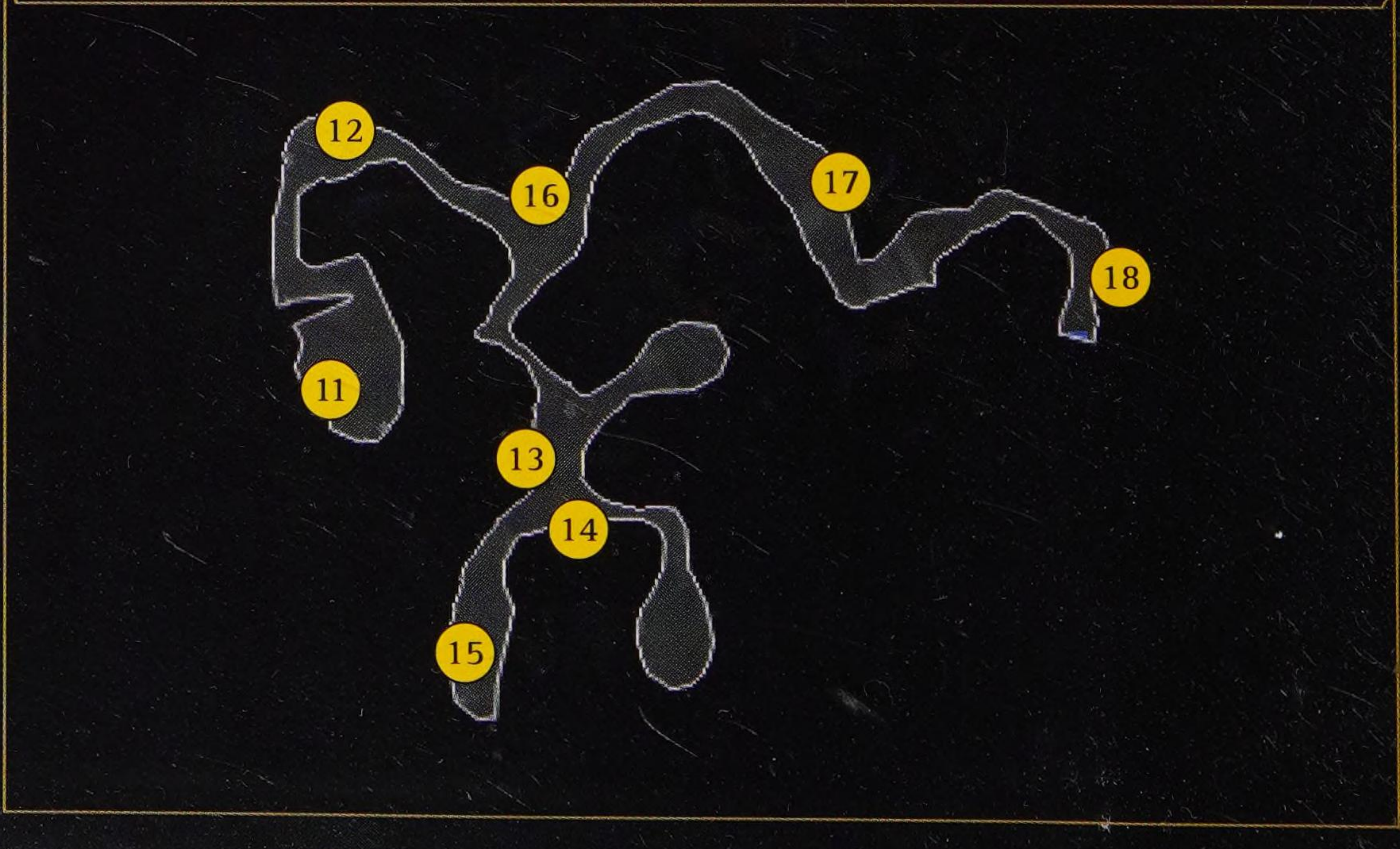


Zaalbar stays here to ensure your loyalty. The Czerka would never let me hold you, but they don't care what I do with fellow Wookiees.

This sprawling village is home to the Wookiees of Kashyyyk. In the Chieftain's Hall (Waypoint 8), you're given the Chieftain in Need quest, and Zaalbar is held hostage here until the quest is resolved. Enter the home of Woorwill (Waypoint 9) and speak with the inhabitants about Rorworr to be sent on A Wookiee Lost quest. Visit the Holder of the Laws (Waypoint 10) to learn more about the lost Wookiee.

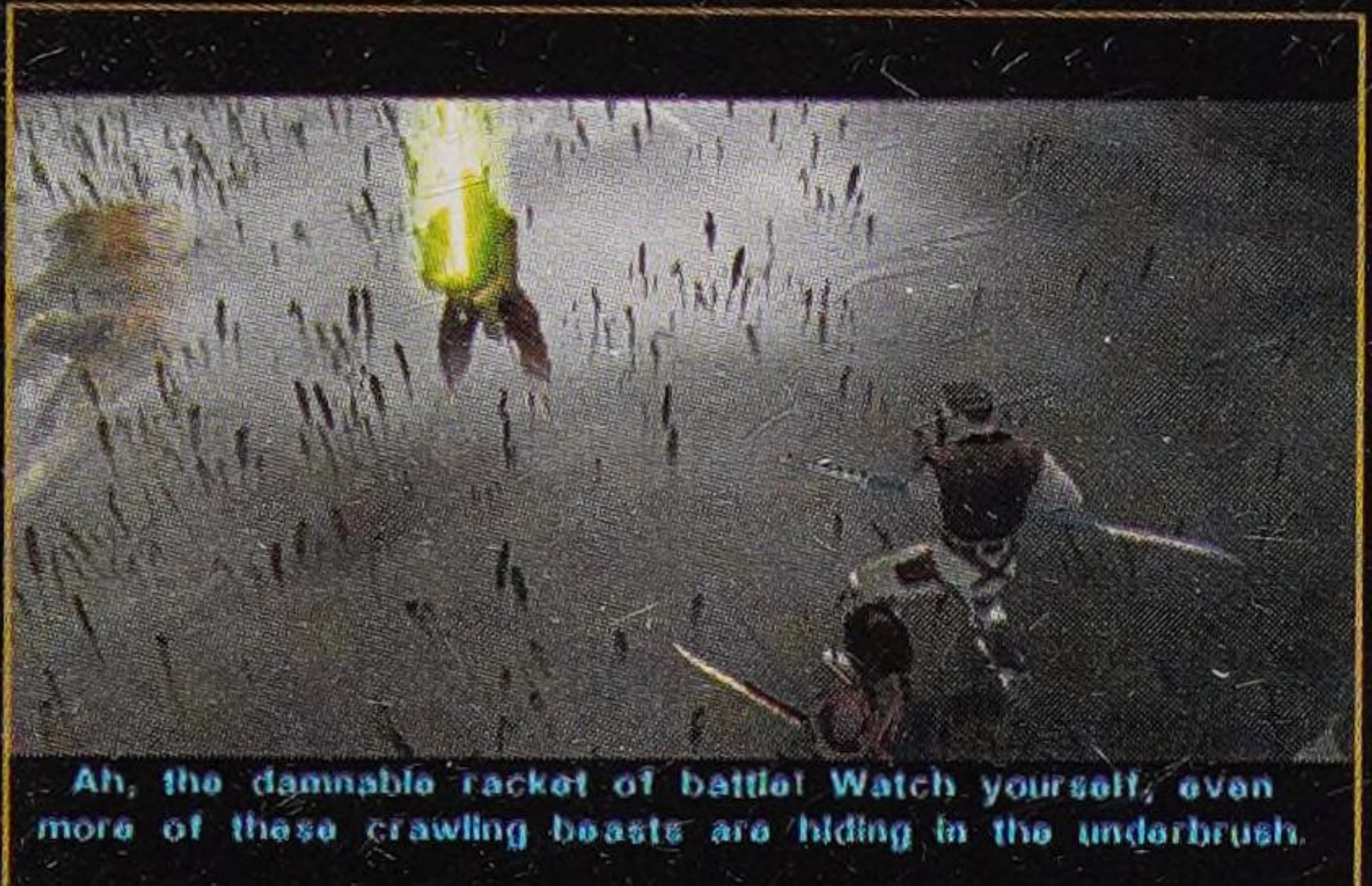
Area Overview 4: Upper Shadowlands

Upper Shadowlands



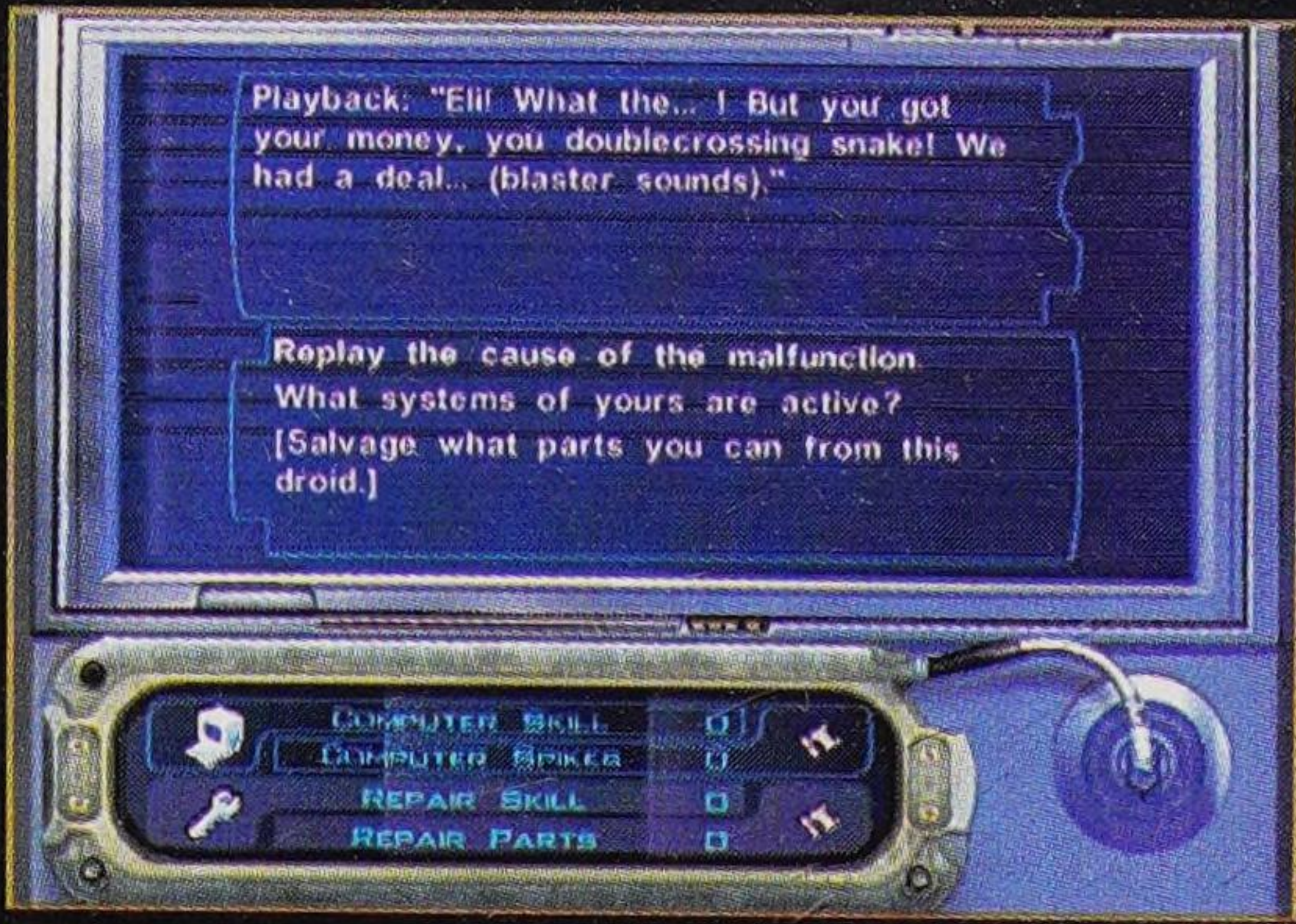
GORWOOKEN
DIALOG

Gorwooken stays near the basket (Waypoint 11) as you explore the Shadowlands. If you kill Freyyr and return here, Gorwooken automatically takes you to the Chieftain's Hall and remains there, allowing you to operate the basket by yourself henceforth. If you agree to help Freyyr and give him Bacca's blade, Gorwooken attacks you for having betrayed Chuundar.


Ah, the damnable racket of battle! Watch yourself, even more of these crawling beasts are hiding in the underbrush.

As you enter the northwest juncture (Waypoint 12), you're attacked by a group of kinrath and assisted by a Jedi named Jolee Bindo. After the battle, you can ask Jolee questions, but he suggests you continue the conversation at his "home" (Waypoint 13). Follow Jolee to his very humble abode and talk to him again to be sent on the Jolee's Request quest.

Just south of Jolee's home is a malfunctioning droid (Waypoint 14). Analyze the droid to hear the fatal encounter it recorded. You can repair the droid and use it to attack hostiles to the west or east (the pack of kinrath to the west is especially hard to defeat without the droid's help) or salvage its head and take the robo-noggin to Matton Dasol at the landing port; he'll be very interested in its contents.


Playback: "Eli! What the... ! But you got your money, you doublecrossing snake! We had a deal... (blaster sounds)."

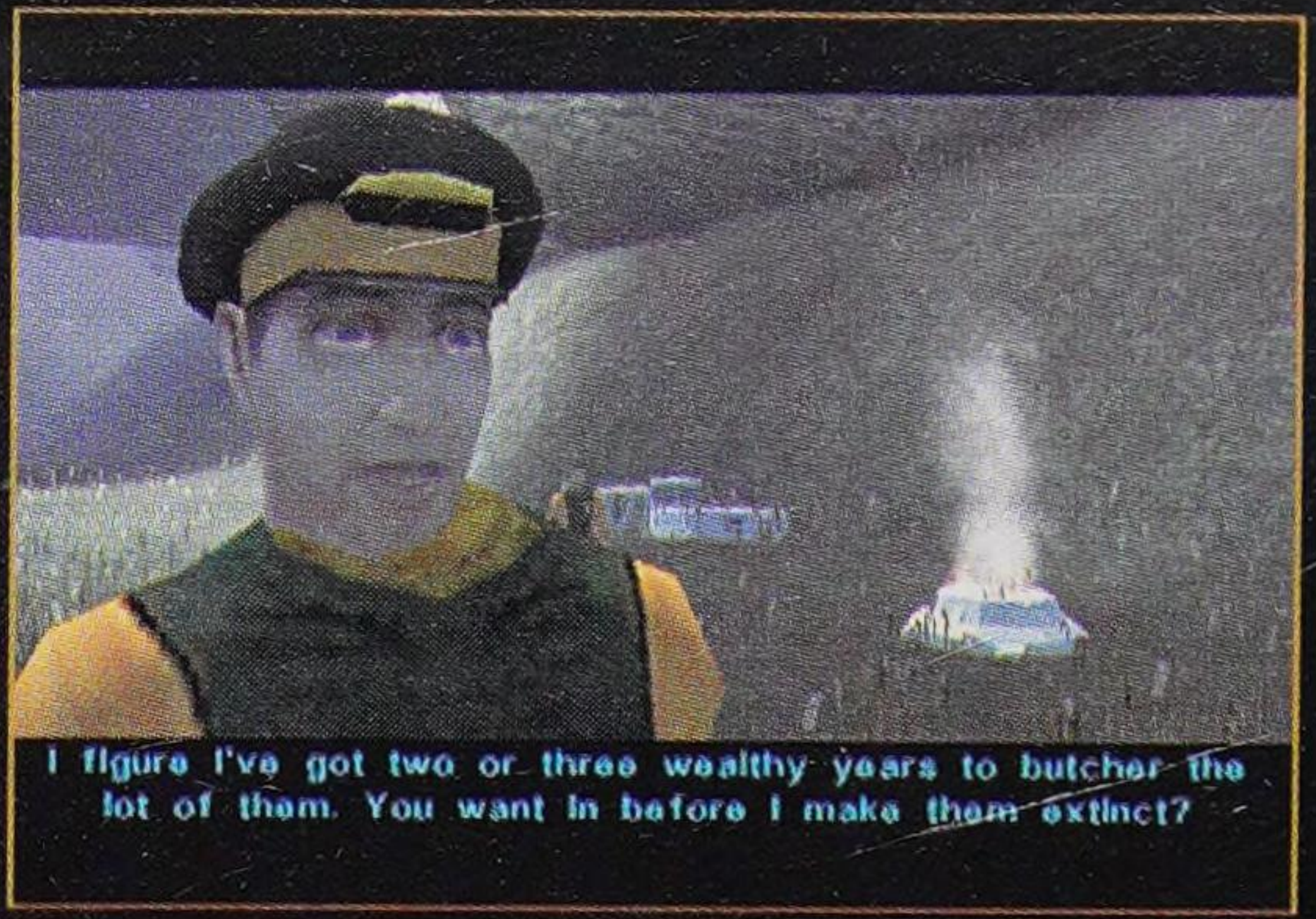
Replay the cause of the malfunction.
What systems of yours are active?
[Salvage what parts you can from this droid.]

COMPUTER SKILL 0
COMPUTER SPIKES 0
REPAIR SKILL 0
REPAIR PARTS 0

If you're on the GenoHaradan quest to find Rulan Prokil, you'll find a Wookiee corpse (Waypoint 15) with a datapad that details the terrifying attacks of "The Faceless One".

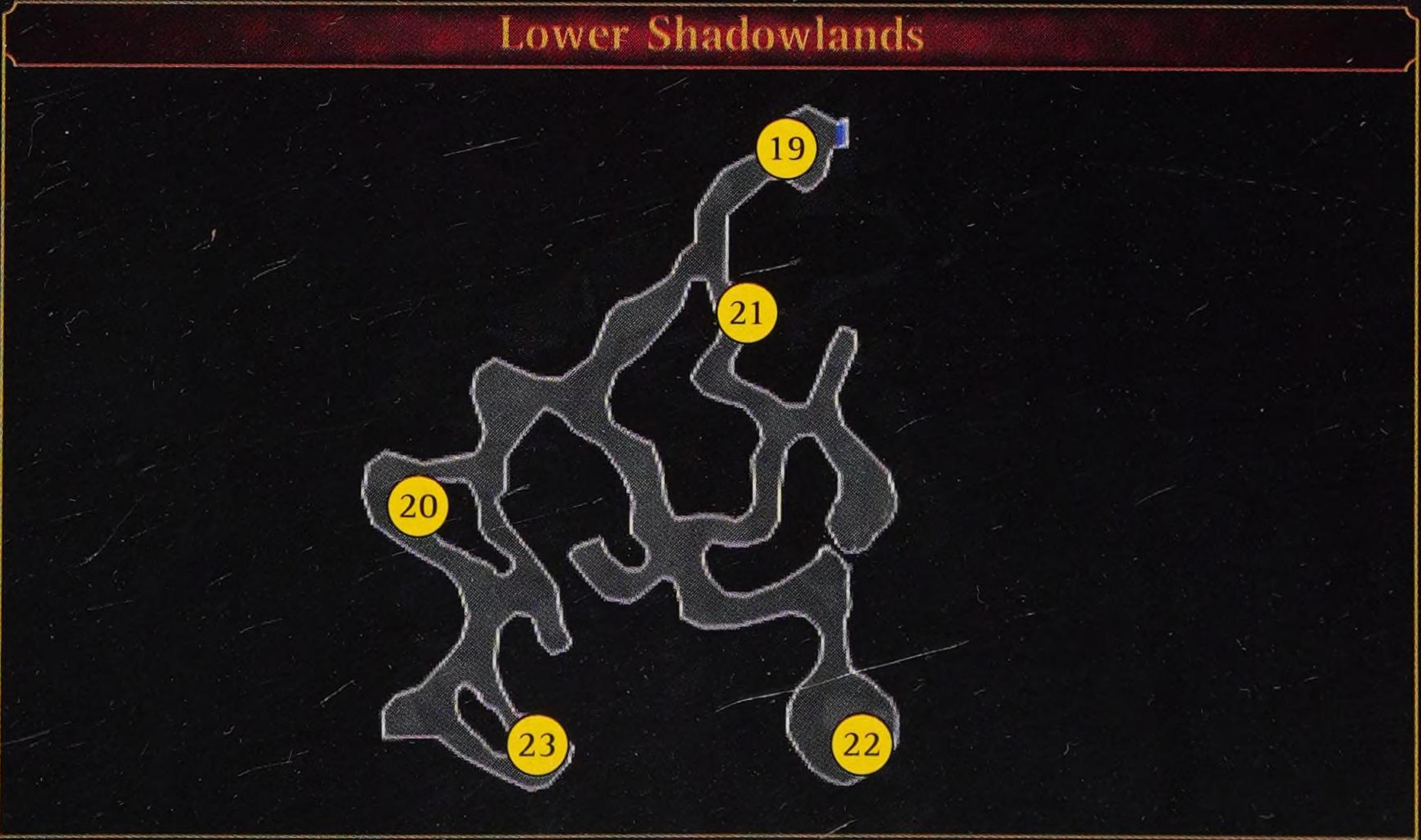
On the path between Jolee's Hut and the Czerka Hunting Ground is a Wookiee corpse (Waypoint 16) that turns out to be the body of Rorworr. If you're on A Wookiee Lost quest, this find is of particular importance.

In the north part of the Upper Shadowlands is a group of poachers at the Czerka hunting ground (Waypoint 17) that Jolee wants removed. You can speak to Commander Dern, the leader of the poachers, to be assigned a Tach Poaching quest, but this won't please Jolee.


I figure I've got two or three wealthy years to butcher the lot of them. You want in before I make them extinct?

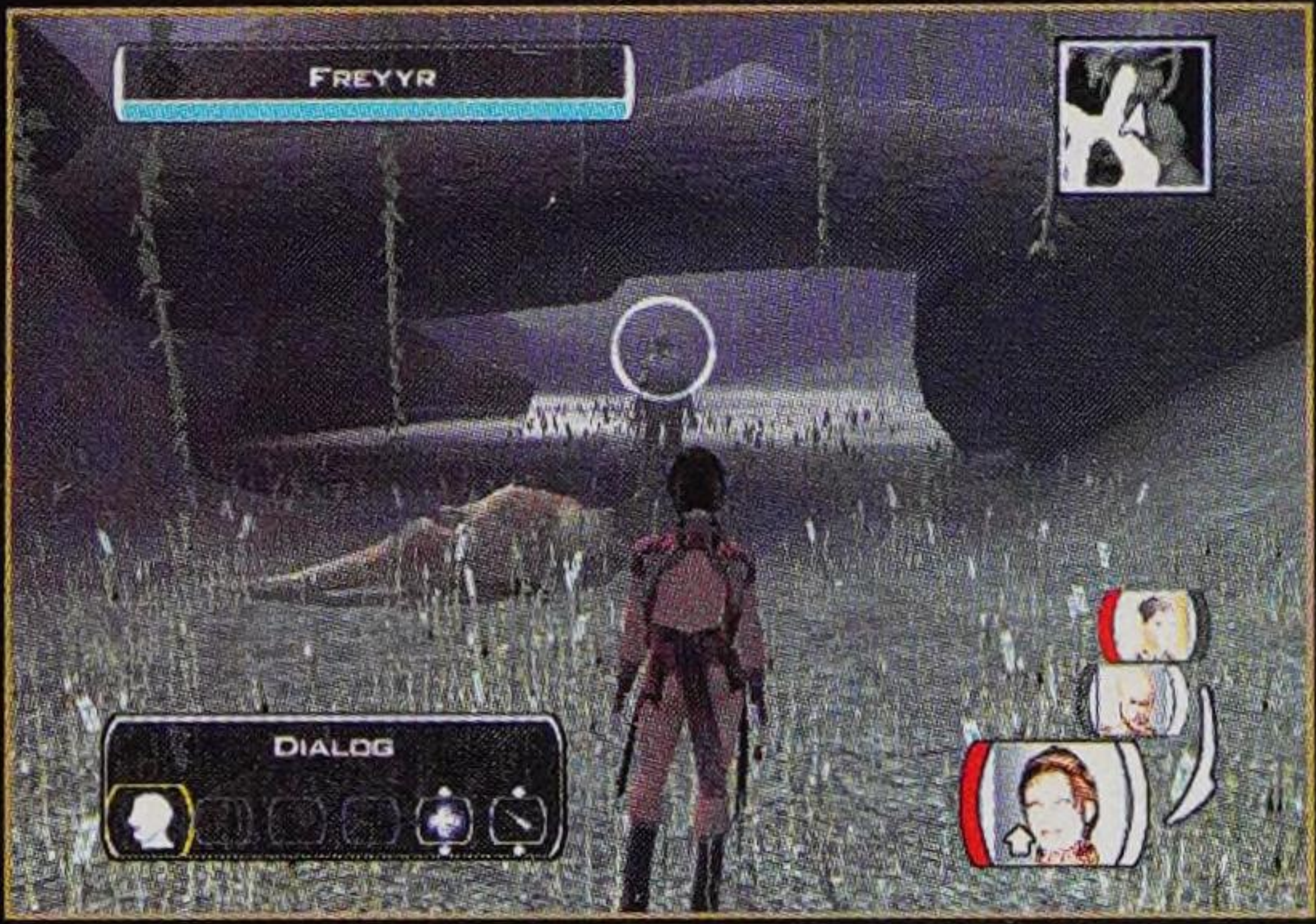
There's an impassable force field (Waypoint 18) in the northeast corner, and you need Jolee in your party to get past it.

Area Overview 5: Lower Shadowlands


Lower Shadowlands

As you enter the Lower Shadowlands, you find a single Wookiee being attacked by a mob of Mandalorians (Waypoint 19). Defeat the Mandalorians, heal the Wookiee, and speak to him to trigger the Hidden Hunters quest. (You can also embark on the Hidden Hunters quest without healing the Wookiee, which is a dark side action.)

The several speeder bikes parked in the southwest corner (Waypoint 20) of the Lower Shadowlands don't play a role in anything but the Hidden Hunters quest.



On the east side of the Lower Shadowlands is the home of Freyyr (Waypoint 21), exiled leader of the Wookiees. Also on the east side are a ritual marker (Waypoint 23) and a computer (Waypoint 22) within which is a crucial item.

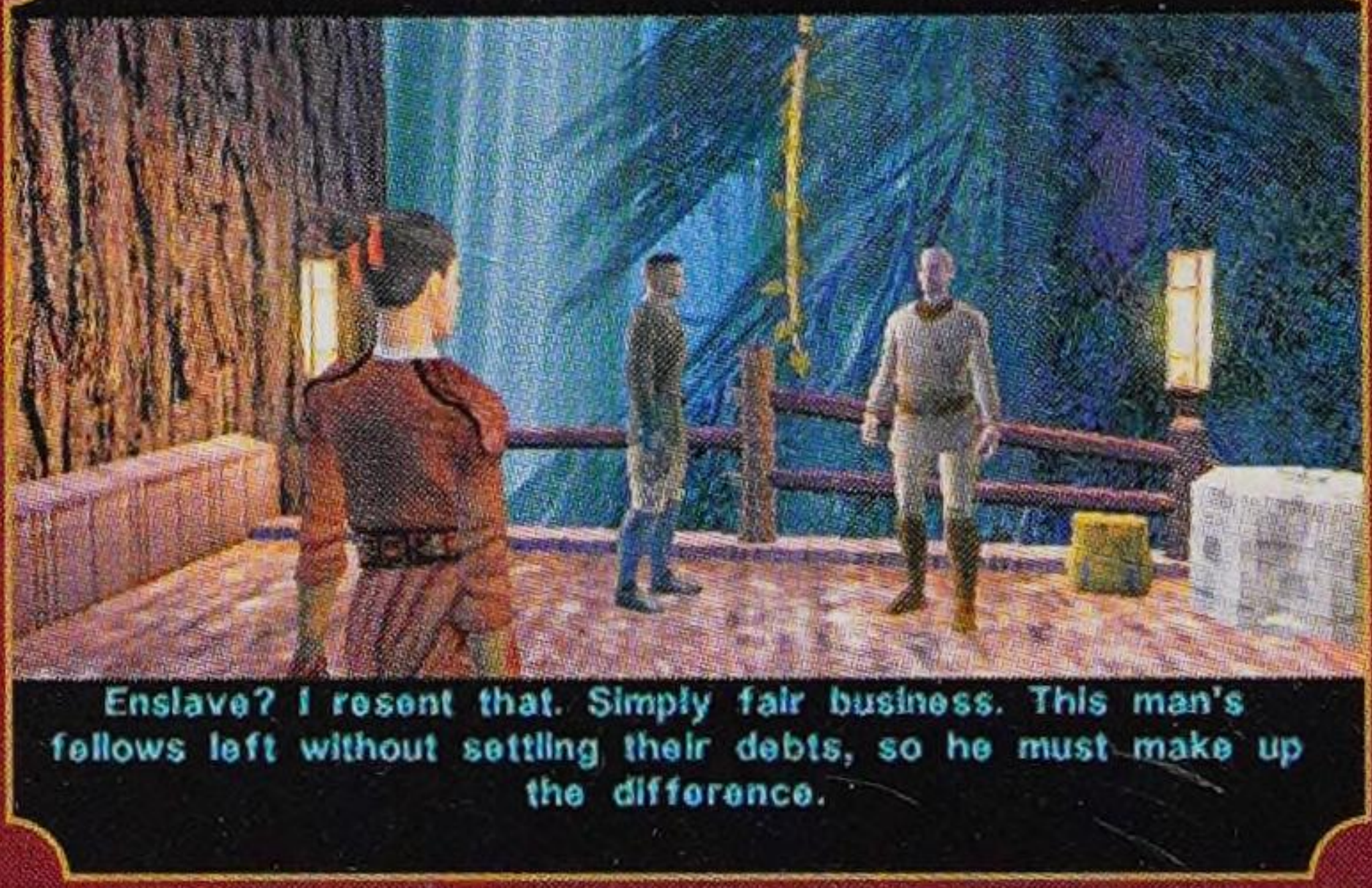
Quest Overview

There are eight available (and mostly separate) quests (including your main objectives) to complete during your time on Kashyyyk. Many quests are optional (these are the sidequests). They are listed below in the order they can be accessed, although most can be completed at any time.

1. Honest Debt
2. A Wookiee Lost
3. Tach Poaching
4. Hidden Hunters
5. Chieftain in Need (Main Quest)
6. Jolee's Request (Main Quest)
7. Defeating Chuundar (Main Quest)
8. Star Map: Kashyyyk (Main Quest)

Quest 1: Honest Debt

In the center of the landing port corridor is an eager-to-please merchant named Eli Gand. He has a man working for him named Matton Dasol, a spacer whose ship apparently skipped out one night, leaving Matton to foot the bill for unpaid services from Eli. Speak with Eli to learn the story and obtain the quest.



Enslave? I resent that. Simply fair business. This man's fellows left without settling their debts, so he must make up the difference.

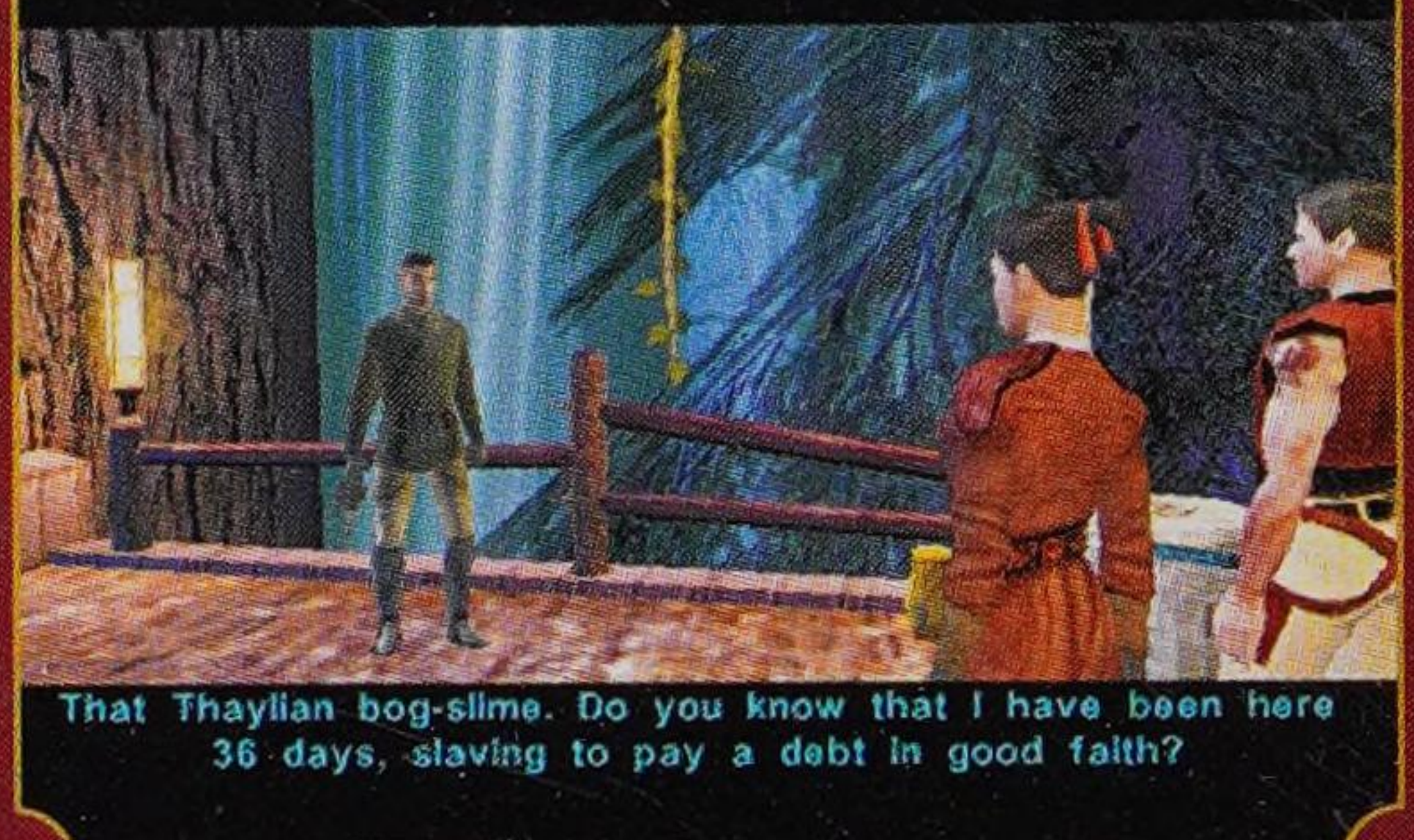
Friends don't ditch friends on distant planets.

In the Upper Shadowlands, just south of Jolee's home, is a malfunctioning droid that repeats the last of its memories: an encounter between Eli and Matton's spacemates. It turns out that Eli ambushed the crew and sold their ship. Matton now honors the deal he thought his crew had broken, and Eli now has a good mechanic at his service.

DROID
DIALOG

A damaged droid with a terrible secret.

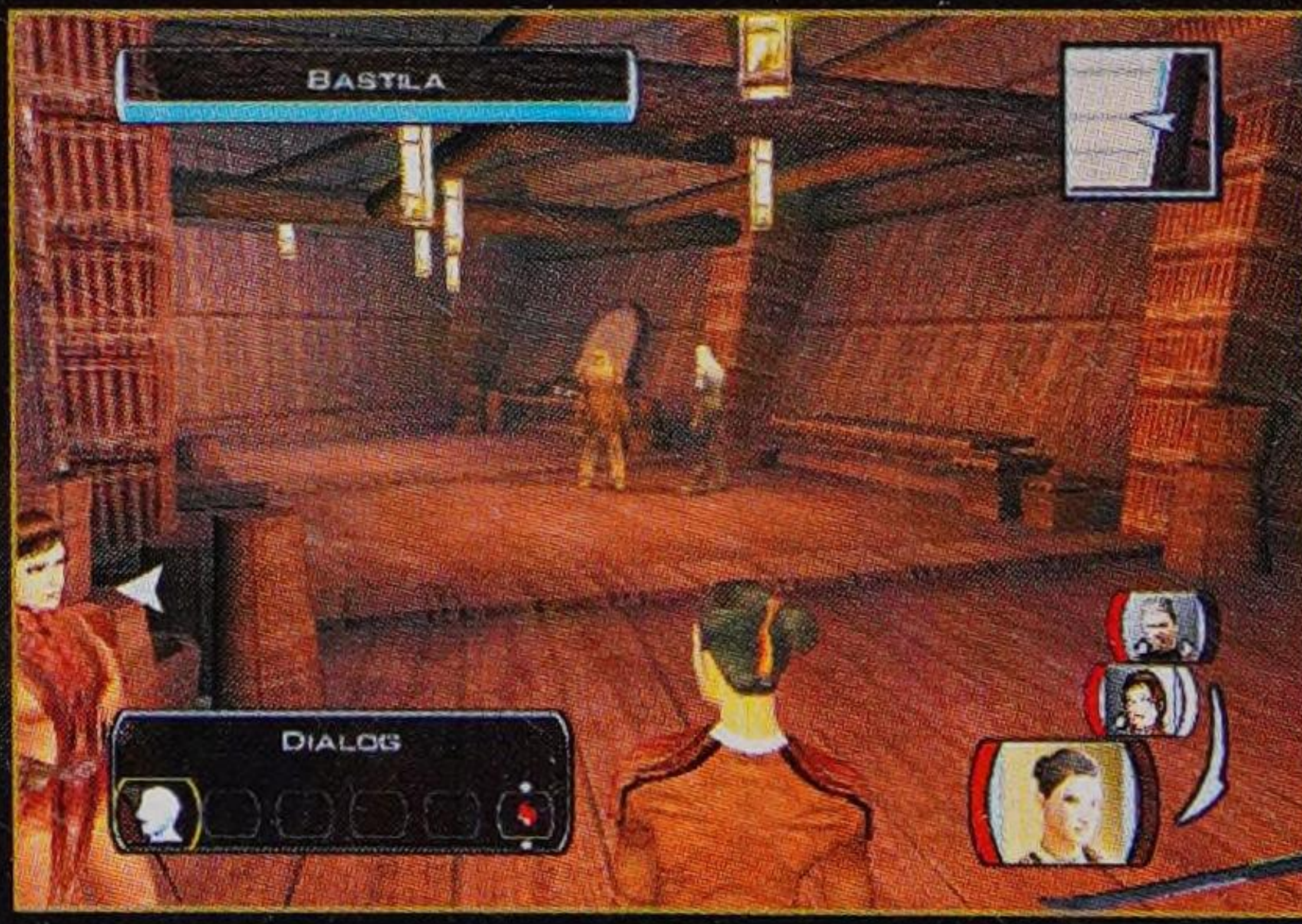
Salvage the droid's head and show it to Eli. You can talk Matton into killing Eli, for a dark side result, or let him run away, for a light side result. Matton also takes over Eli's merchant duties, unless you try to talk him out of that, too.



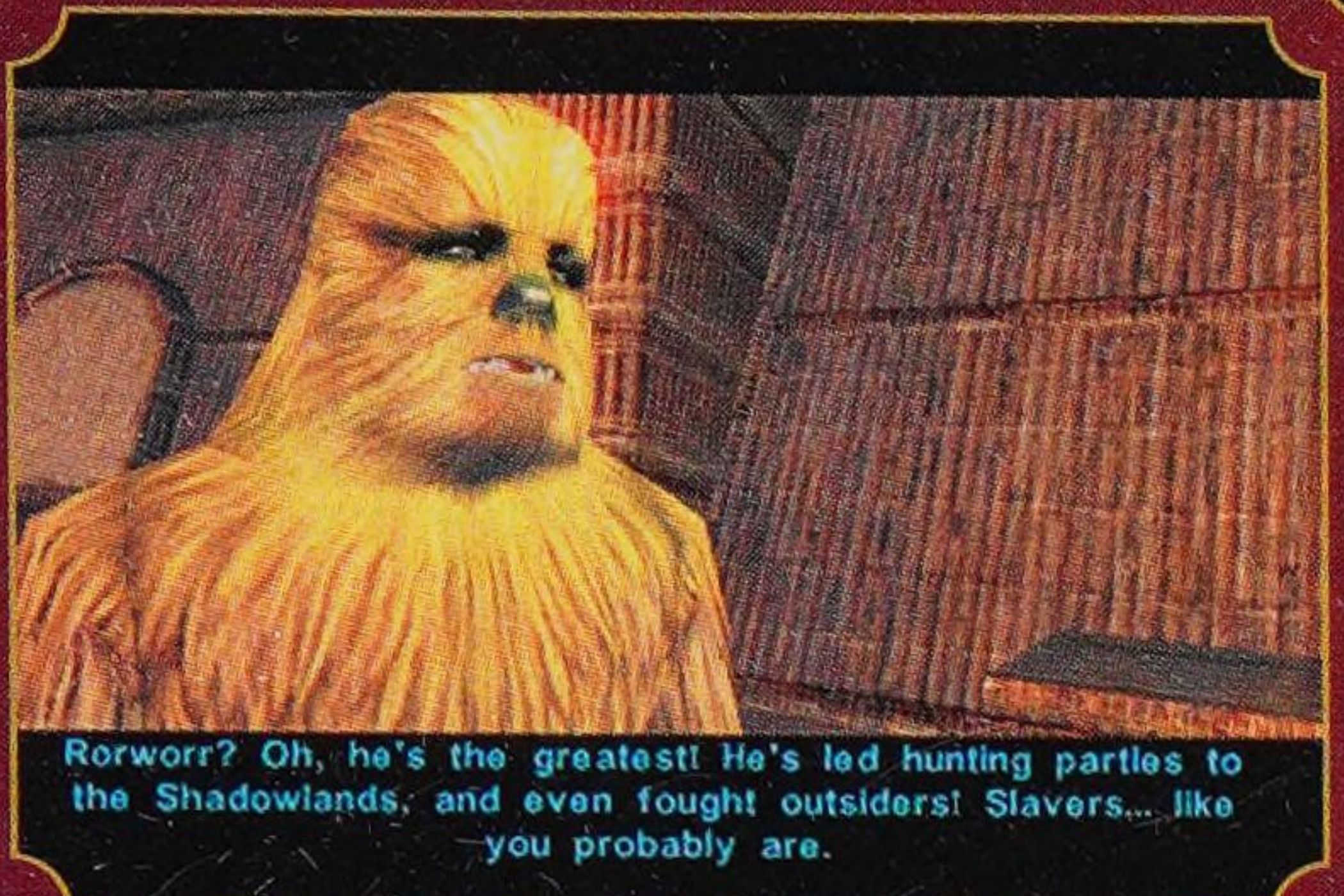
That Thaylian bog-slime. Do you know that I have been here 36 days, slaving to pay a debt in good faith?

New merchant, same old stuff.

Quest 2: A Wookiee Lost



Speak to Woorwill and Jaarak inside Woorwill's home about the disappearance of Rorworr, a heroic Wookiee. Woorwill is too young to enter the Shadowlands, but he wants you to try to find out what happened to his hero.

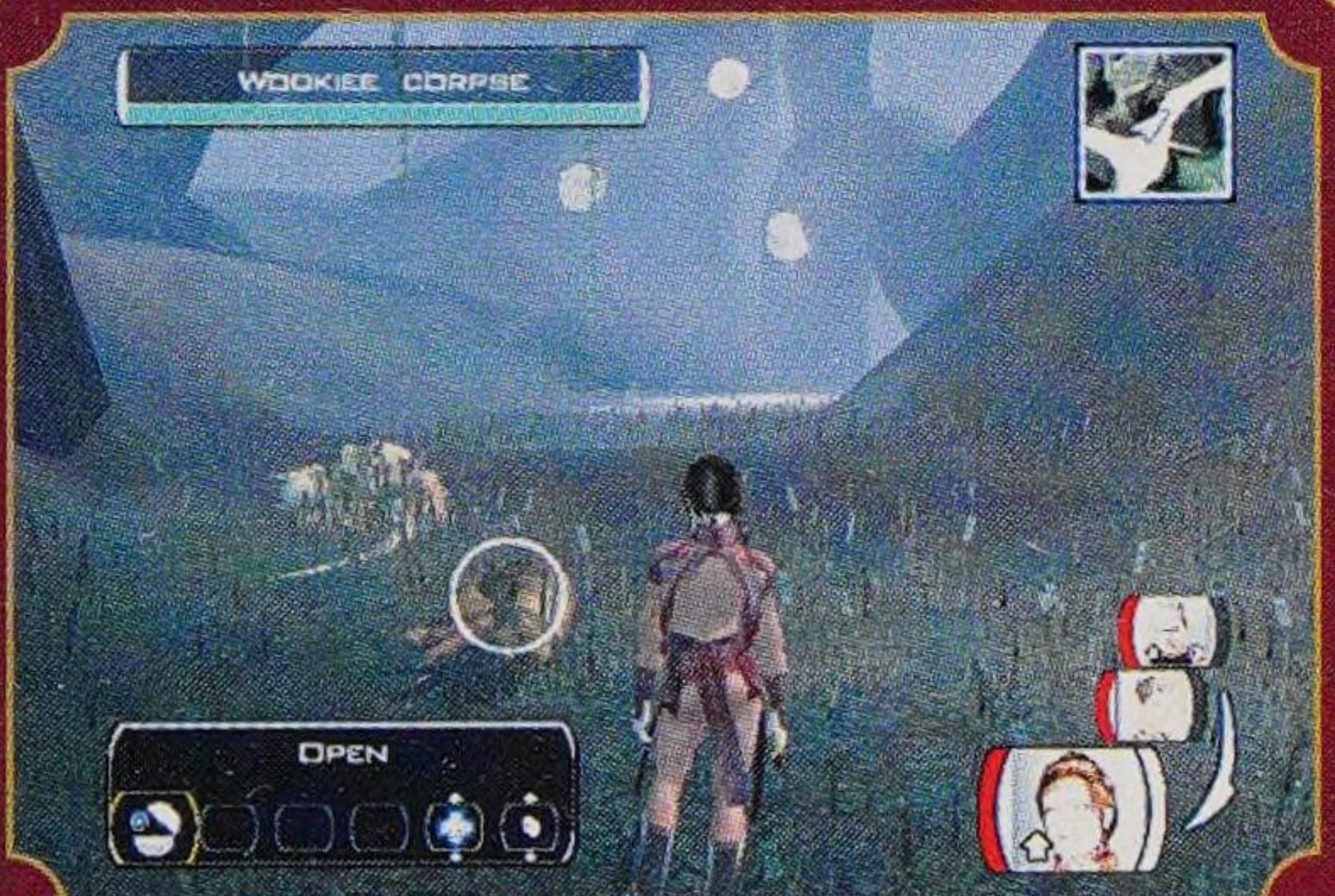


Rorworr? Oh, he's the greatest! He's led hunting parties to the Shadowlands, and even fought outsiders! Slavers... like you probably are.

Did Rorworr ever know that he's my hero?

The sad truth of the matter is that Rorworr wanted to sell Woorwill to the Czerka Corporation. When he told Jaarak of his plan, Jaarak refused to go along. Rorworr threatened to sell them both into slavery, and Jaarak murdered Rorworr with his bowcaster.

Enter the Upper Shadowlands and search for Rorworr's body on the path between Jolee's hut and the Czerka hunting ground. Search the corpse for a datapad and a bowcaster bolt, then return to Woorwill's home with them and quiz Jaarak. He demands that you visit the Holder of the Laws.

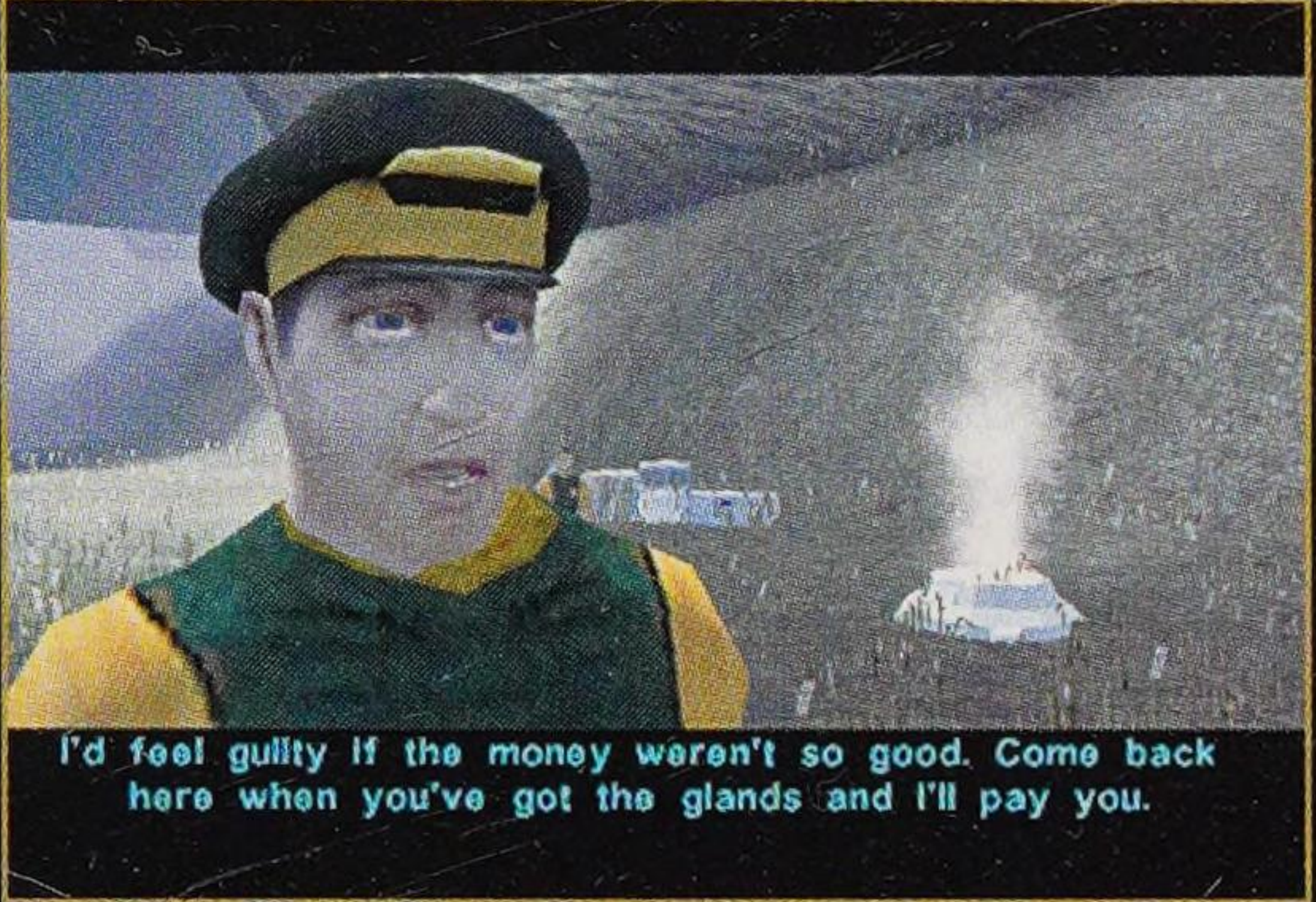


Rorworr isn't just sleeping in the Shadowlands.

Go to the Holder's abode and speak with Worrroznor. Show him the bowcaster bolt and he convenes a trial. Jaarak's fate is placed in your hands; explain that his crime was justified to set him free, or declare that it was a cold-blooded killing to claim Jaarak's wealth (a dark side result).

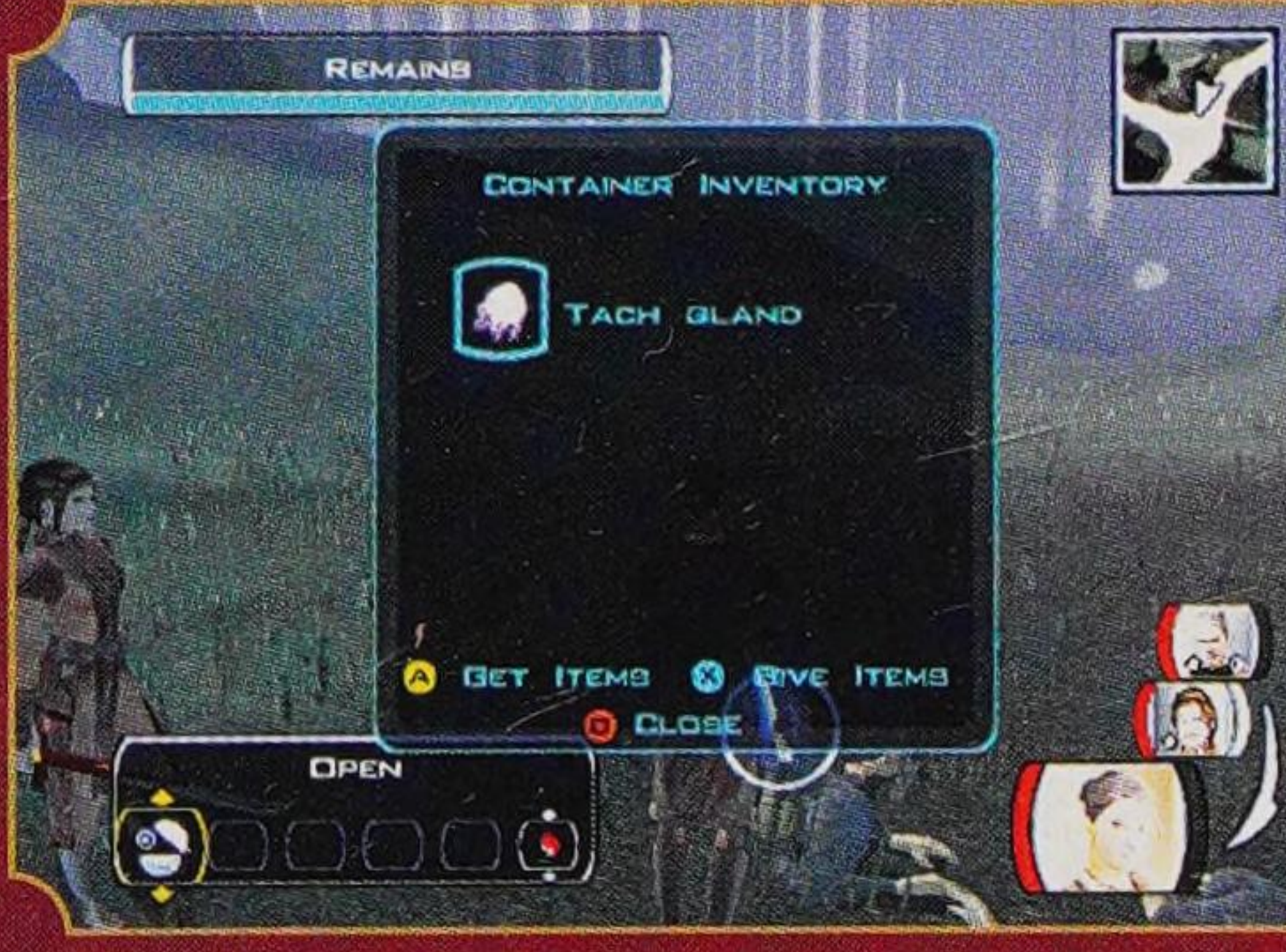
Quest 3: Tach Poaching

At the north end of the Upper Shadowlands is the Czerka hunting ground, staffed by several Czerka soldiers and led by a man named Commander Dern. If you talk to Dern and agree to assist him in his poaching activities, he sprays you with a scent that attracts tach monkeys. The tachs attack you as you walk around the Upper Shadowlands. Kill the tachs and harvest the tach glands from their remains, then return to the ground and sell the glands to Dern. You receive money and dark side points with every sale. This quest doesn't end until you've finished the Jolee's Request quest.



I'd feel guilty if the money weren't so good. Come back here when you've got the glands and I'll pay you.

You can kill the poachers, or convince the guards to abandon their sonic devices via Force persuade or other unsavory methods; either action is a dark side result. Retrieve the access codes and disable the sonic devices for a light side result. Refer to the Main Quest Path for more information on dealing with the poachers.



Make some spare cash and embrace the dark side with tach glands.

Quest 4: Hidden Hunters

As you enter the Lower Shadowlands, you find a sole Wookiee named Grrrwahrr battling a group of Mandalorians. Defeat the Mandalorians and Grrrwahrr asks you for medical aid. If you decline, Grrrwahrr dies, and you don't receive the quest. If you have a medpac or the heal power, cure the Wookiee's wounds and he explains what happened to him and his adventuring party. You're given the Hidden Hunters quest to find and eradicate the Mandalorian scourge in exchange for a reward.

Rraaagh! Great Bacca, let this outsider be different than the slavers... I beg you... can you heal my wounds?

Wander around the Lower Shadowlands with all the characters in your party disarmed. The Mandalorians won't appear unless you're unarmed. Three Mandalorian encounters ensue. After the first and second encounters (both of which occur near the swoop bikes), search the Mandalorian remains for datapads (numbered 1 and 2) that explain why they're hunting and how they're staying invisible.

The Mandalorians won't attack until you're unarmed.

Head for the swoop bikes in the southwest corner and replace the missing signal device to call up a third group of Mandalorians. Kill the final group and return to Grrrwahrr to inform him of your success and to claim your reward.

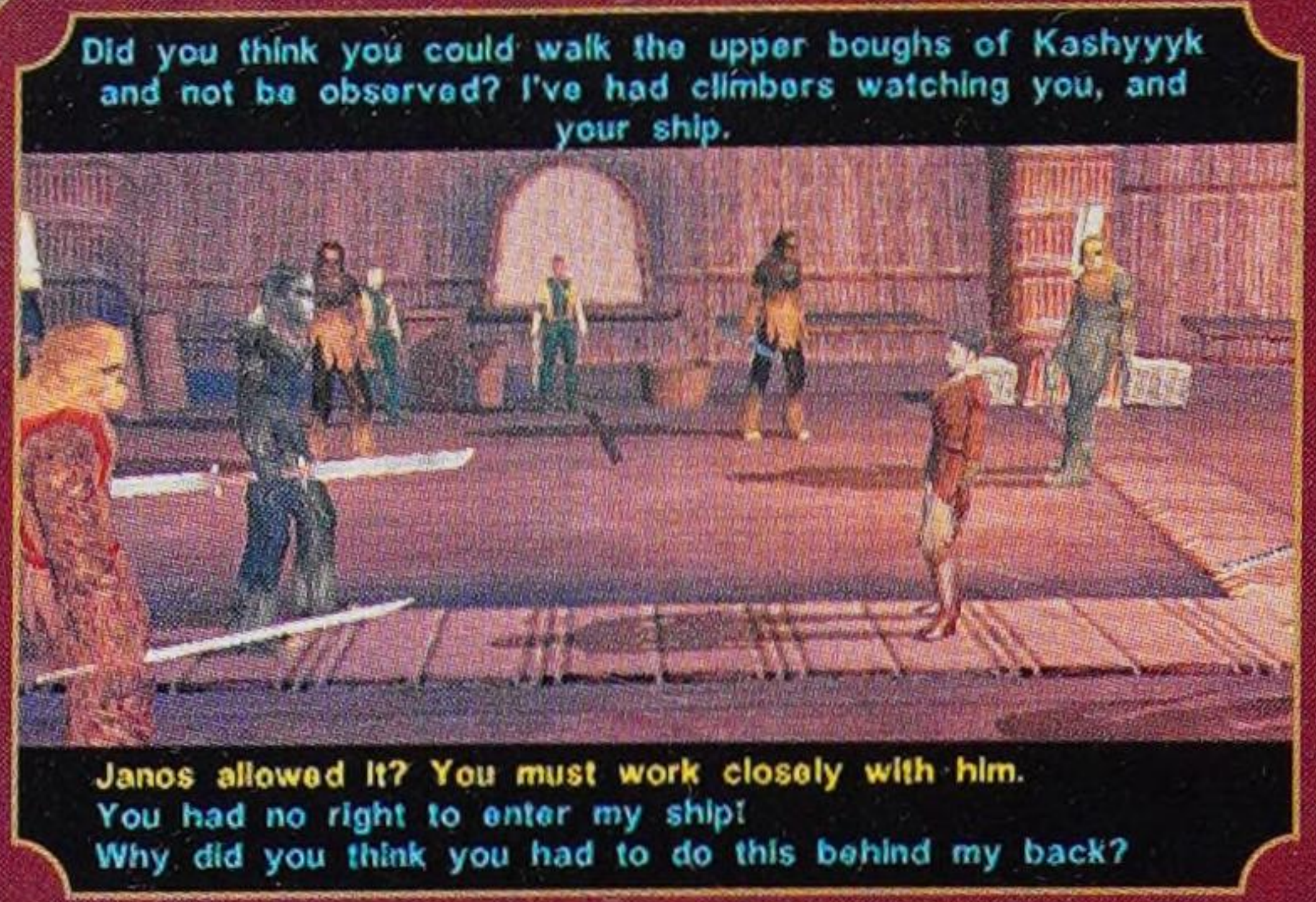
Main Quest Path

The four remaining quests are required for the completion of your adventure on Kashyyyk, although you may return to the *Ebon Hawk* and leave at any time. The reward for finishing the tasks outlined below is the ability to download another star map to your datapad and add it to your ship's trajectory computer. The quests are placed together in a continuous "Critical Path." When you complete each main quest, it is noted in the walkthrough. Below are quick notes on how to complete each remaining main quest portion:

Chieftain in Need (Main Quest)
  ~ Hunt down the insane Wookiee in the Lower Shadowlands.
Jolee's Request (Main Quest)
  ~ Get rid of the Czerka poachers in the Upper Shadowlands.
Defeating Chuundar (Main Quest)
  ~ Help Freyyr to remove Chuundar from power.
Star Map (Kashyyyk)
  ~ Pass the computer's test to obtain the Star Map.

Action 1: Meet the Chieftain

When you reach the entrance to the village of Rwookrrorro, you're taken to see Chuundar, and Zaalbar is taken hostage until you complete a quest for Chuundar by killing an insane Wookiee in the Shadowlands. Chuundar is the leader of the Wookiees, and he's been trading his own people to the Czerka Corporation in exchange for powerful weaponry. Chuundar is also Zaalbar's brother, and it's because of Chuundar than Zaalbar was banished from the planet. You find out more about this triangle later on.



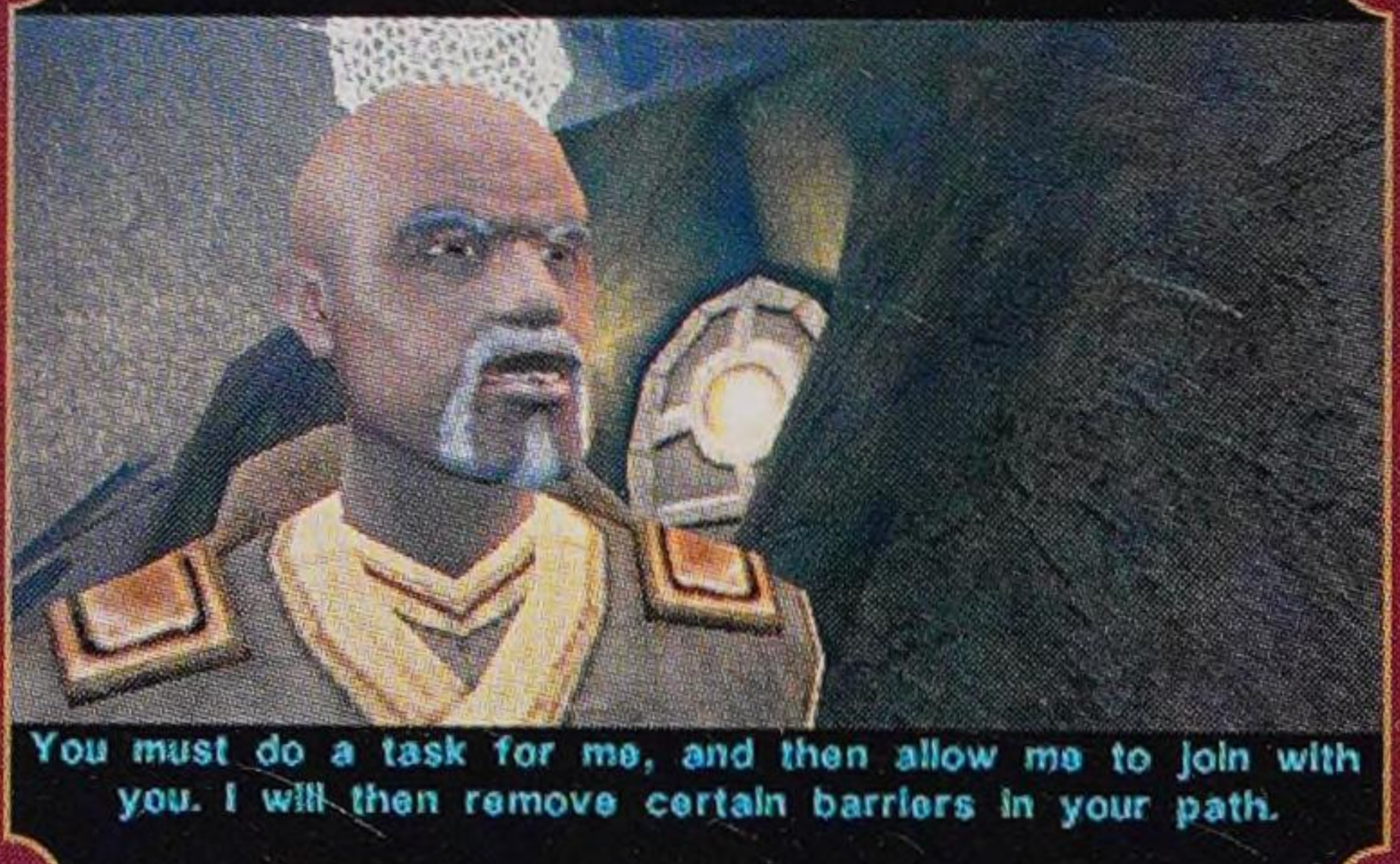
Did you think you could walk the upper boughs of Kashyyyk and not be observed? I've had climbers watching you, and your ship.

Janos allowed it? You must work closely with him.
You had no right to enter my ship!
Why did you think you had to do this behind my back?

Zaalbar goes nowhere until you complete Chuundar's mission.

Action 2: Meeting Jolee

Enter the Upper Shadowlands and find Jolee the Jedi, who slays a group of monsters and invites you to his home. Follow Jolee and speak to him at his humble abode. Jolee explains that you can't descend deeper into the Shadowlands because a group of Czerka Corporation poachers have set up camp in the forest. The poachers have been hunting a type of monkey called a tach, and he wants you to stop them. In exchange for your efforts, he'll disable the force field that prevents you from moving deeper into the Shadowlands—a fair deal.



You must do a task for me, and then allow me to join with you. I will then remove certain barriers in your path.

Let's make a deal with Jolee.

Action 3: Jolee's Request

You have four ways to deal with Commander Dern and his men:

1. Threaten Commander Dern twice, then kill him and his men. You can also threaten any of the guards. This is a dark side result.
2. Force persuade the guards into attacking Dern. He kills the traitors until he doesn't have enough men to continue. The initial persuade is difficult, and it can't be done again after the first guard has been killed because the men are too upset to fall for it again. This is a dark side result.
3. Force persuade the guards into leaving. Dern kills the deserters until he doesn't have enough men to continue. The initial persuade is easy, but subsequent attempts are more difficult after the first guard has been killed. This result earns dark side points, because you're sending the guards to their death.

[Success] I... I really need to get out of here. It's too dangerous!

Persuading the guards to run away is cruel, but strangely entertaining.

4. Charisma persuade the guards into ignoring you, then disable each of the sonic emitters surrounding the ground. You can also bribe the individual guards and use their codes to disable the emitters, but that's no fun. When two emitters have been deactivated, a huge monster storms into the camp, and the soldiers flee. This is an easy persuade. If you attempt to disable an emitter without persuading its guard, all the guards attack you. This result earns a light side bonus, because you didn't kill anyone.

RRRRAAAAAAARRRRRGGGG!!!!

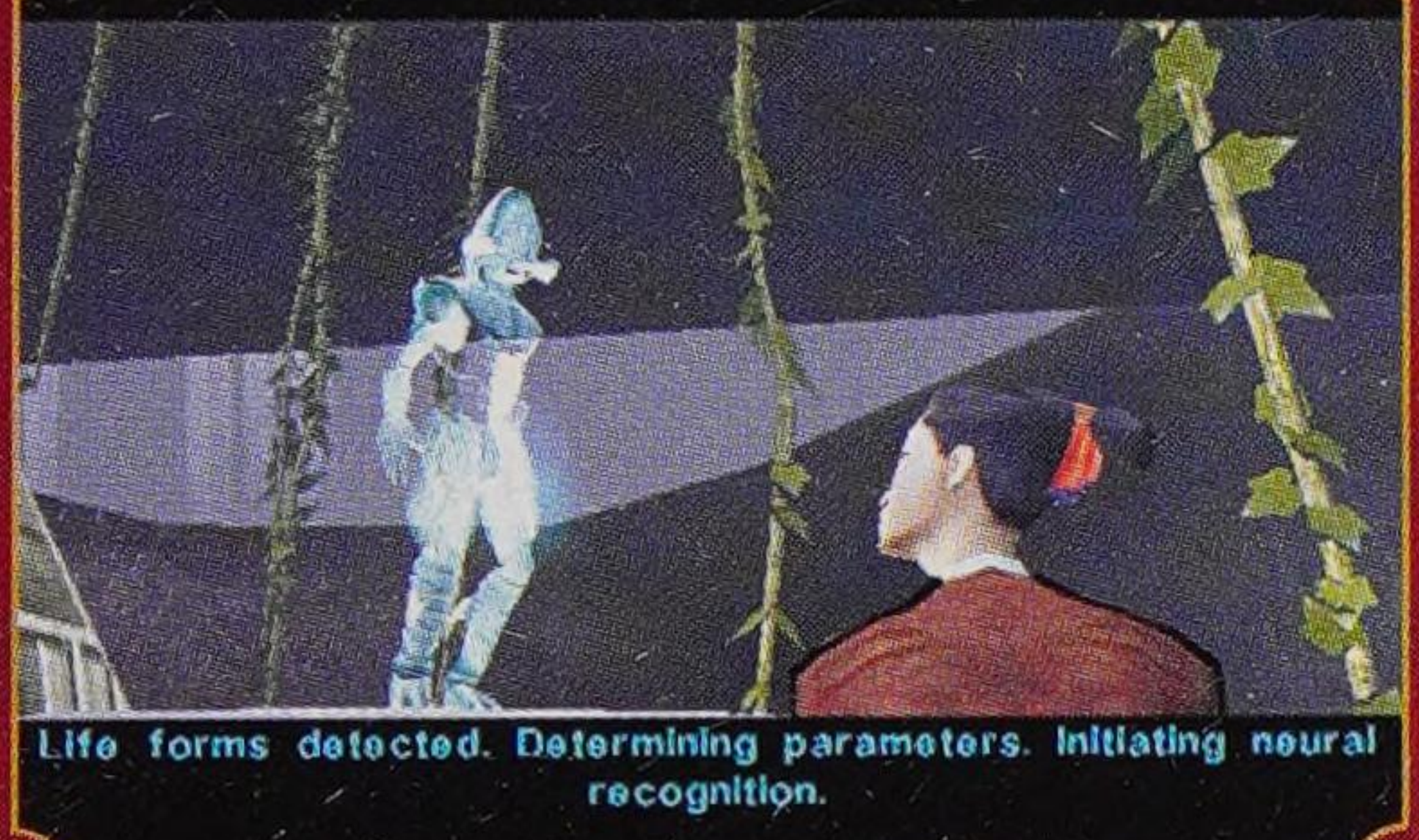
The fourth method is easily the most creative.

Return to Jolee after dealing with the poachers and tell him of your success to prompt him into joining your party. Head for the force field in the northeast corner of the Upper Shadowlands, which Jolee disables. Proceed into the Lower Shadowlands.

Jolee		
Class: Jedi Consular		
LEVEL	VITALITY	DEFENSE
6	42	16
Abilities		
Fortitude, Reflex, Will		

Action 4: Star Map Quiz

Speak to the holocron computer in the southwest corner of the Lower Shadowlands, which has abundant information on the history of Kashyyyk. If you've already visited Leviathan, you're immediately given the star map. Otherwise, you have to answer a series of questions. The holocron is programmed to act like a Sith, so your answers must be those of the dark side. Here's how to answer each question:



Life forms detected. Determining parameters. Initiating neural recognition.

This is a test of the ancient computer system.

I'm unsure what Zaalbar would say. I would accuse him to be safe.

I prepare my forces to attack in ten days. I do nothing in the city.

That's right. The death of those people would spur my forces on.

I let the attack happen.

To get a light side conclusion to this puzzle, answer the questions incorrectly and fight off the two droids that the computer sics on you.

DEFENSE DROID
1 2
ATTACK

Failure prompts swift punishment.

Action 5: Finding Freyyr

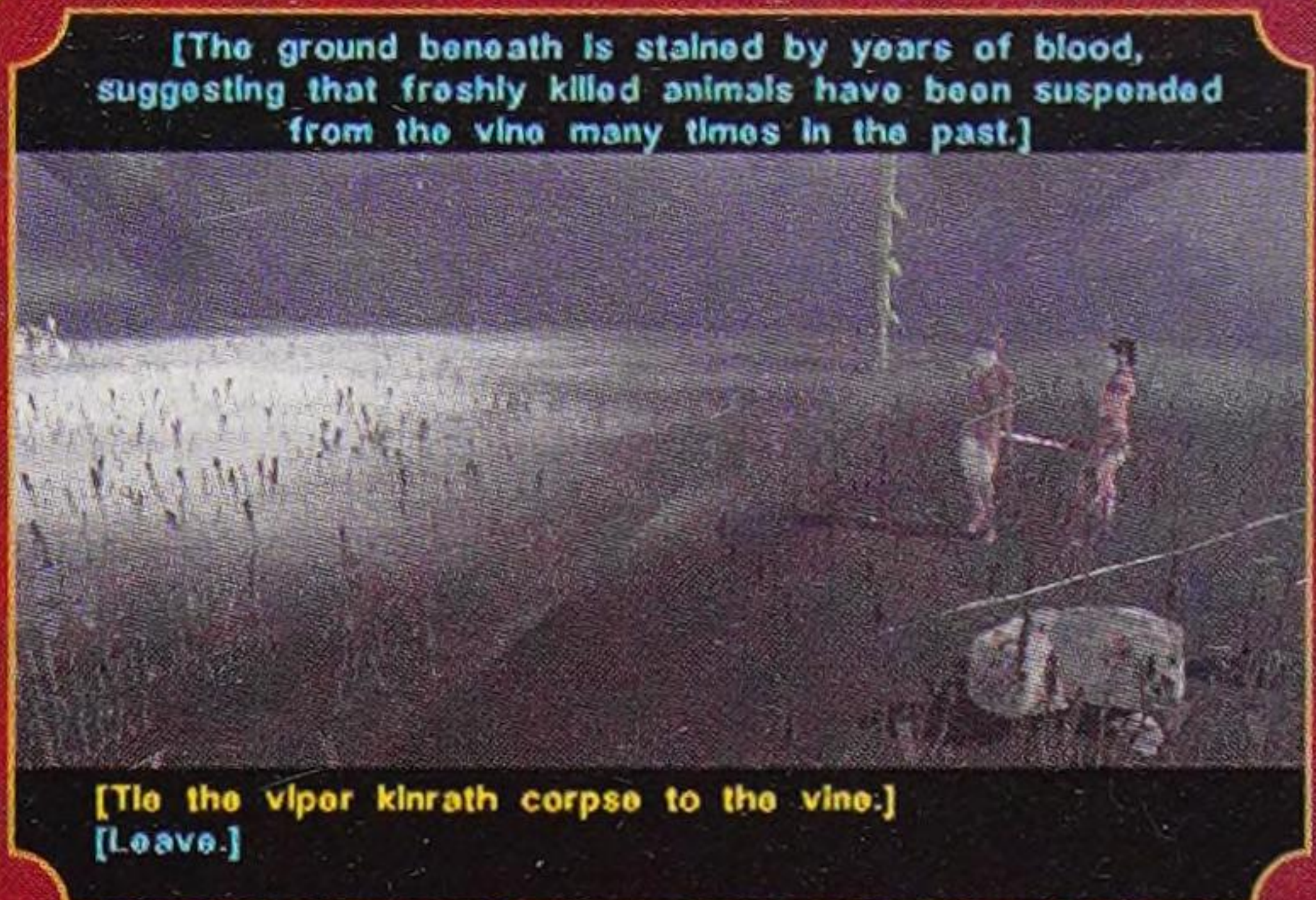
Locate the deposed Wookiee chieftain, Freyyr, and subdue and speak with him. Freyyr explains that Chuundar and Zaalbar are his sons and that Chuundar cleverly made his way into power. Kill Freyyr for a dark side result, or agree to help him.

More of you Czerka core-rats? Is even the heart of Kashyyyk not free from your kind?

Freyyr isn't as crazy as he looks.

To help Freyyr, you must locate the lost blade of Bacca's sword, which is embedded in the body of the great beast. Hunt down and kill a viper kinrath. These appear in several locations around the Lower Shadowlands. Take the viper kinrath body and head for the ritual marker in the southeast corner of the Lower Shadowlands.

Examine the dangling vine and tie the viper kinrath corpse to it. The creature's corpse attracts the great beast, which you must destroy to obtain the blade. Return to Freyyr with the blade and he heads for the Chieftain's Hall. Return to the Upper Shadowlands and ride up the basket. If you're helping Freyyr, you must kill Gorwooken and a second Wookiee before heading up to the village.



[The ground beneath is stained by years of blood, suggesting that freshly killed animals have been suspended from the vine many times in the past.]

[Tie the viper kinrath corpse to the vine.]
[Leave.]

Feed the beast a diet of kinrath and lightsabers.

Action 6: Choose or Lose

Go to the hall. If you killed Freyyr in the Shadowlands, Chuundar welcomes you back and offers you a token reward. You're also given Bacca's sword, as Chuundar wants to rule unbound by tradition.

If you helped Freyyr, you must tell Zaalbar whether to side with Freyyr or Chuundar. For a light side conclusion, support Freyyr; for a dark side conclusion, support Chuundar.

Yes, son. By the blade of Bacca's sword, I've come to end your treachery! No more will you sell your own people!

There can be only one ruler of Kashyyyk.

If Chuundar wins, you and Zaalbar are encouraged to leave, taking Bacca's sword along. If Freyyr wins, you're rewarded and regarded as a hero. Zaalbar is given Bacca's sword, as he will one day return here to lead his people.

Return to the *Ebon Hawk* and choose your next destination.

Manaan

Mission Overview

The water planet of Manaan is the major producer of the powerful healing kolto (a precursor to bacta), and it has remained strategically neutral during the conflict by threatening to destroy the valuable supply of kolto if either side forcibly seizes control. Both the Sith and the Republic have agents and representatives on the planet, each trying to convince the Selkaths to ally with their respective side. Violence and conflict between the two groups is strictly controlled, as both sides fear offending the Selkaths and losing the source of kolto (which is very valuable during times of war).

The star map on Manaan is located at the bottom of a great rift along the ocean floor. You can reach this by journeying to the Hrakert Station beneath the seas (there are numerous ways to get information about the kolto station). Here the Republic and a group of Selkaths are working in secret (and in violation of the neutrality laws) as they try to mine kolto more efficiently. All the Selkaths on the station have gone inexplicably mad.

You discover an enormous sharklike creature that guards both the star map and the kolto—but the mining devices created by those working on the Hrakert Station are destroying the creature's young. It was this creature's psychic call for help that drove the Selkaths at the station insane.

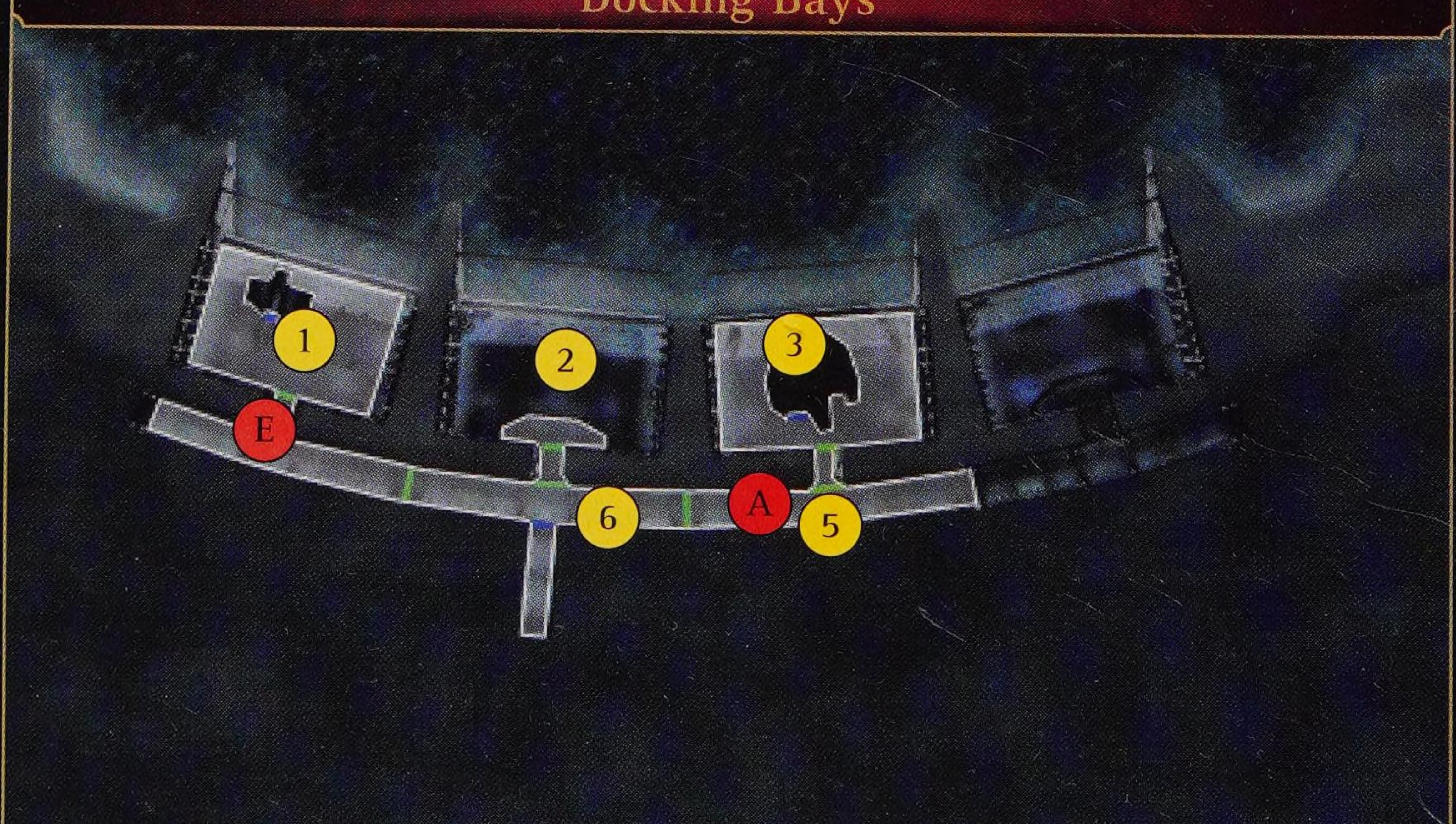
If you destroy the Republic's harvesting machine, the creature allows access to the star map. Alternately, the party can release a powerful toxin into the ocean, destroying the guardian and crippling the kolto production. If you do this, the price of medpacs and other healing devices in the game will jump astronomically.

NOTE

When purchasing supplies, you can influence the prices of every merchant if you successfully complete Sidequest 1 (Sunry's Murder Trial).

Area Overview 1: Docking Bays

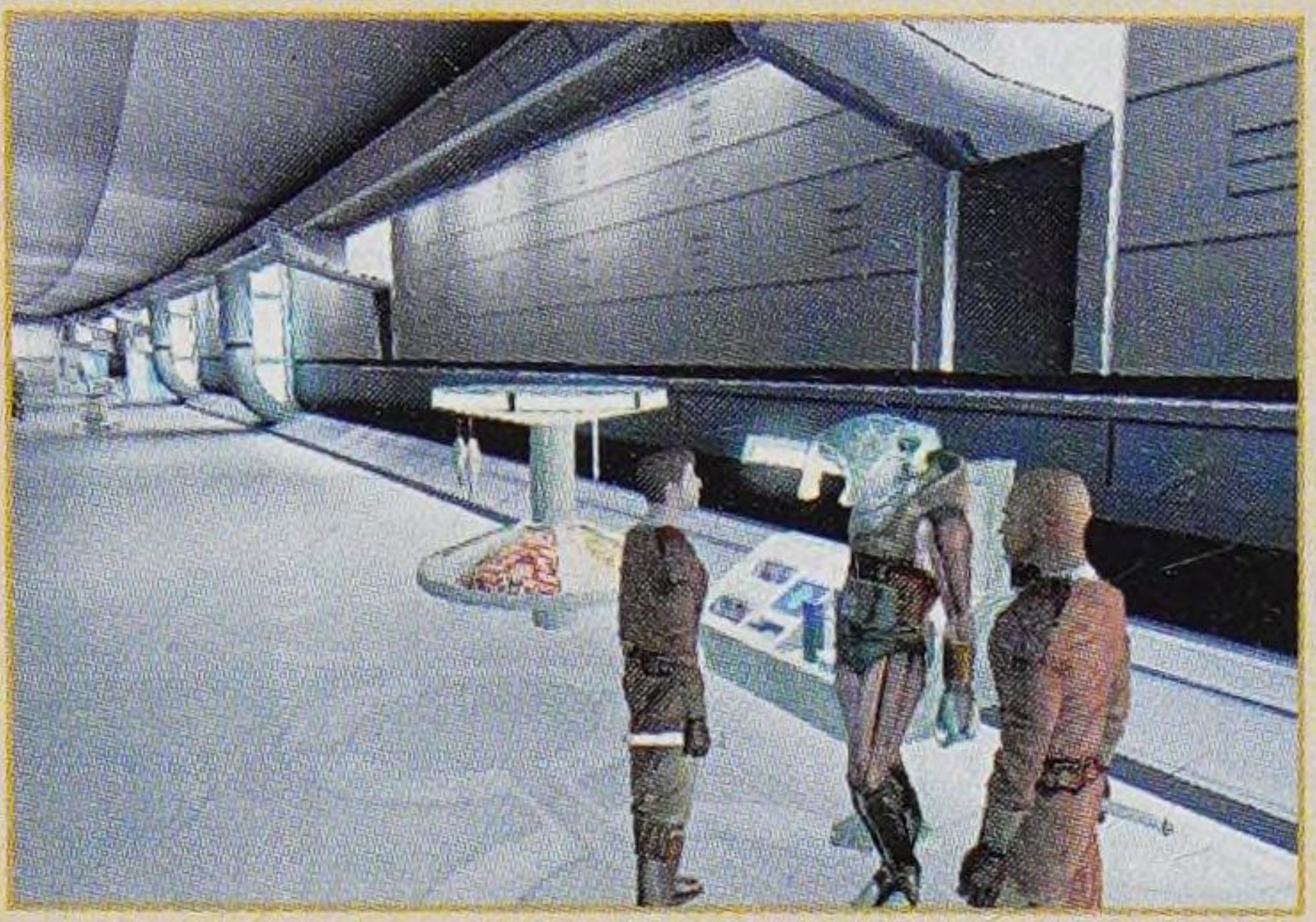
Docking Bays



There are three giant docking bays in this area of the city, used for loading, unloading, and parking star cruisers and other giant craft. To the west is a private hangar (Waypoint 1—which you cannot enter until you have the appropriate key during the main quest). Next is a Sith hangar (Waypoint 2), which is empty except for snooty workers. Directly south is the entrance to Ahto City. The third bay houses the *Ebon Hawk* (Waypoint 3) and is where you begin your Manaan adventure. Hangars are the only areas in Ahto City where the Selkaths do not have cameras watching for disturbances.

Aside from the Republic and Sith soldiers arguing outside hangar three (and giving you interesting information at the start of your main quest), the only other beings of interest are the two Selkaths. One of them is Nubassa (Waypoint 5), who may be able to help you with your gizka infestation. Otherwise, check the (mainly medicinal) goods of the merchant (Waypoint 6).

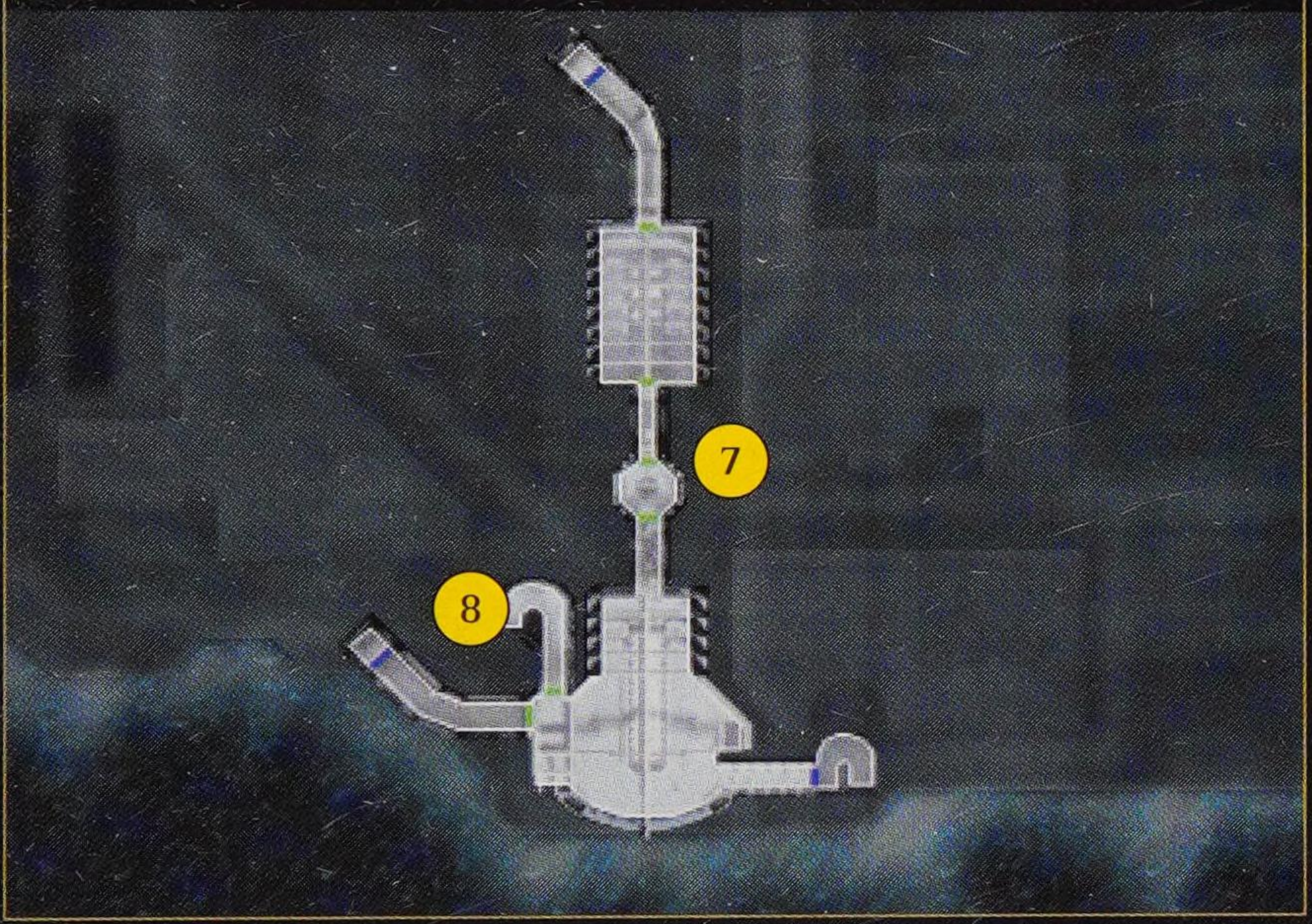
AHTO CITY PROVISIONAL COMPANY MERCHANT

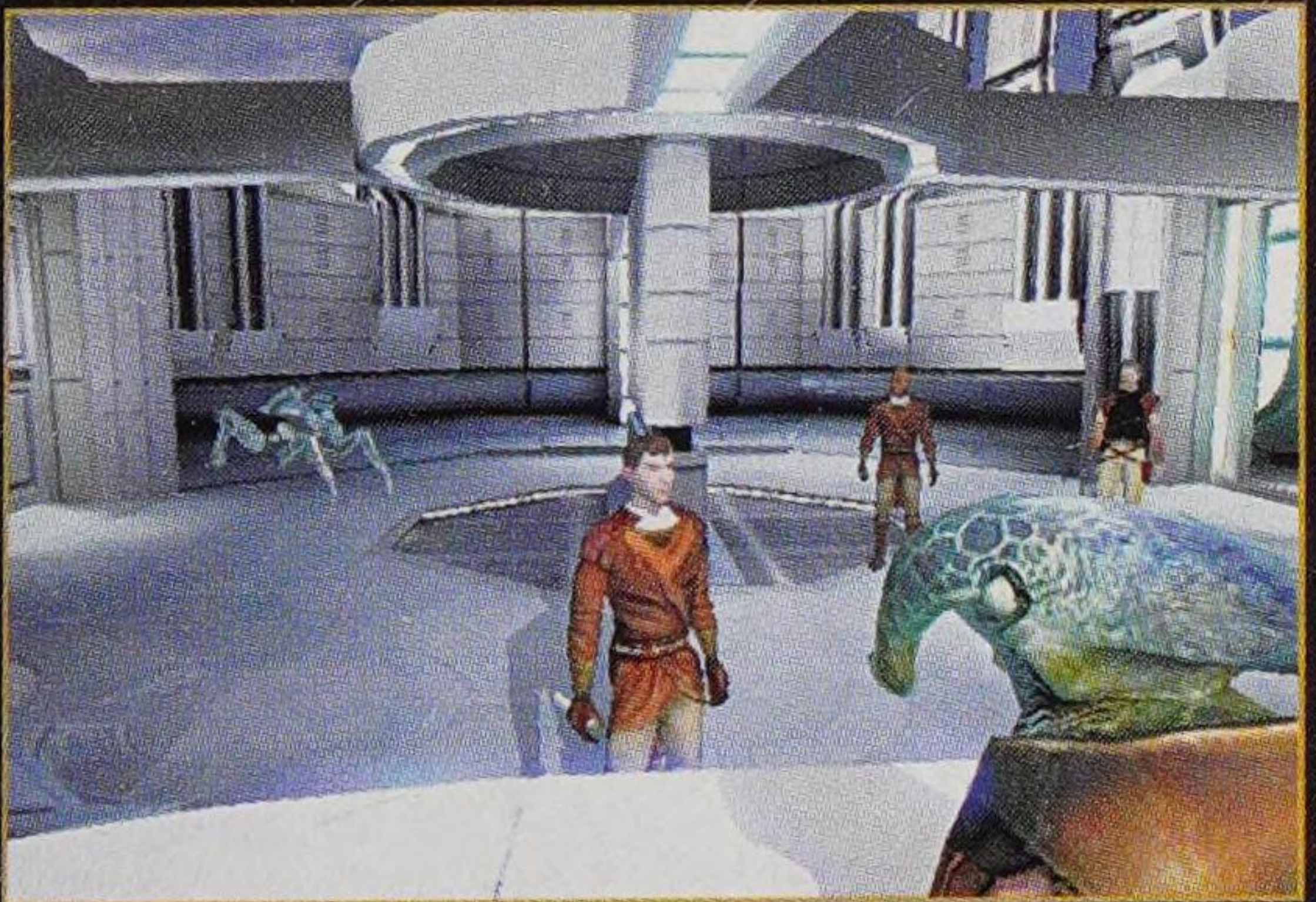


Item (number available)	Cost (Credits)
Advanced medpac	249
Advanced repair kit (∞)	50
Antidote kit	49
Medpac (∞)	40
Repair kit (∞)	25
Computer spike (∞)	250
Parts (∞)	200
Plasma grenade (5)	1,000
Thermal detonator (5)	480
CryoBan grenade (5)	130
Ion grenade (5)	130
Concussion grenade (5)	80
Hyper-battle stimulant (5)	200
Hyper-adrenal alacrity (5)	100
Hyper-adrenal stamina (5)	100
Hyper-adrenal strength (5)	100
Adrenal alacrity (∞)	50
Adrenal stamina (∞)	50
Adrenal strength (∞)	50

Area Overview 2: Ahto West Central

Ahto West Central

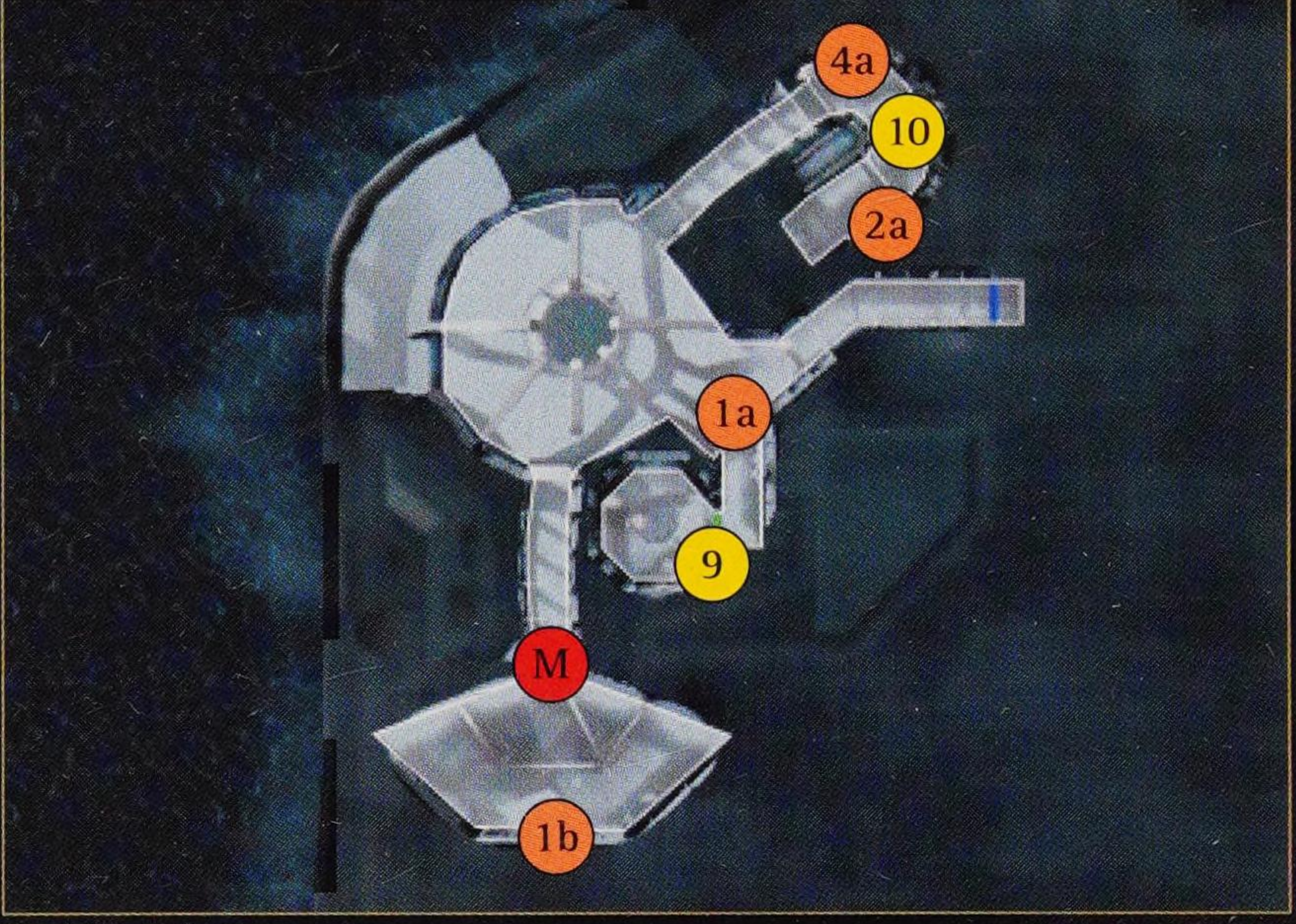


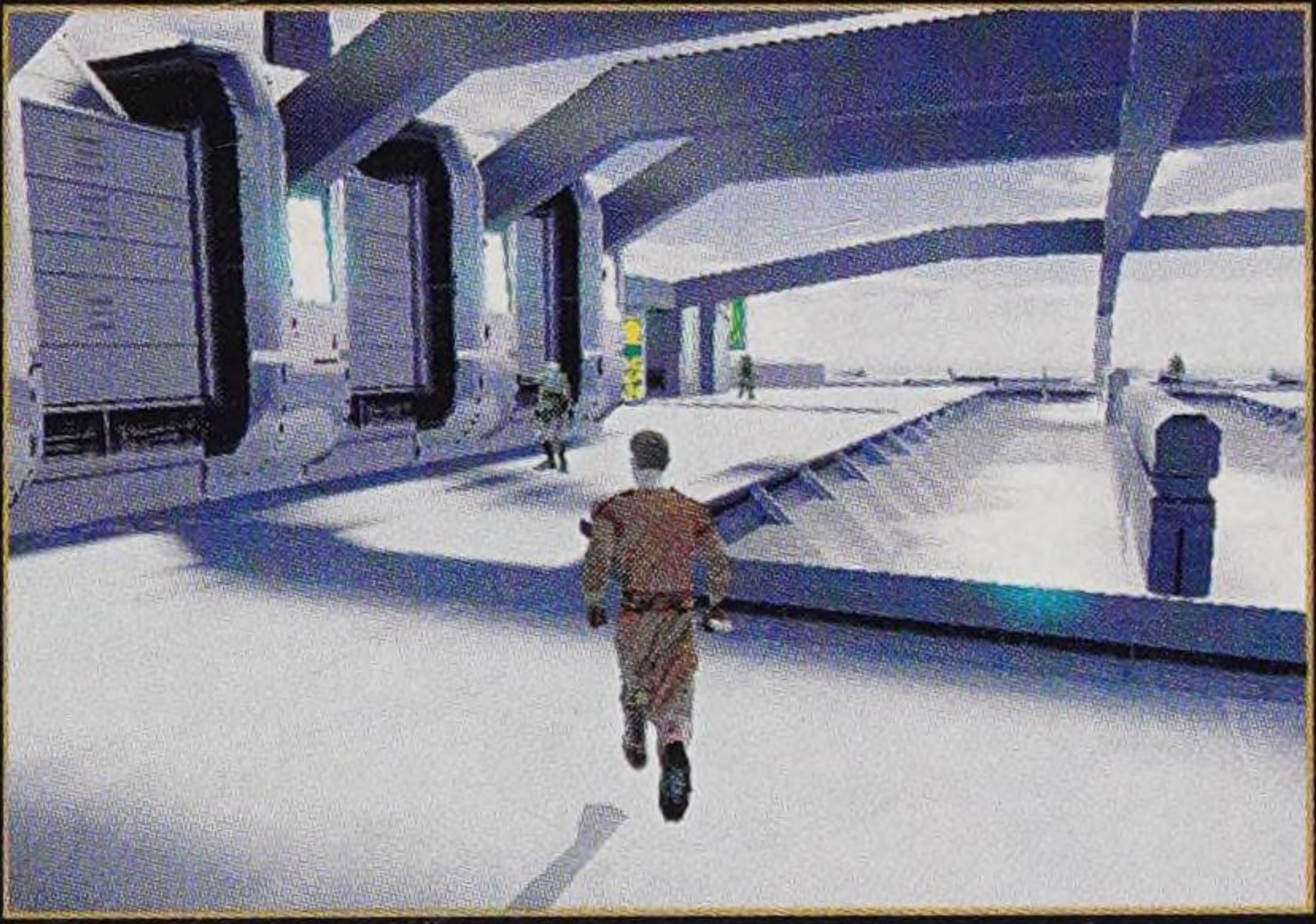


This is the initial area of Ahto City, and you need to pay 100 credits in docking fees to the port official (Waypoint 7) to enter the city. Aside from the docking bay exit to the north (where you need to exit after completing any tasks on this world), the courtyard is full of nontalkative Selkaths, as well as a kolto distribution center (Waypoint 8). However, this kolto, with its powerful healing properties, isn't sold to individuals from this location—only to organizations and governments!

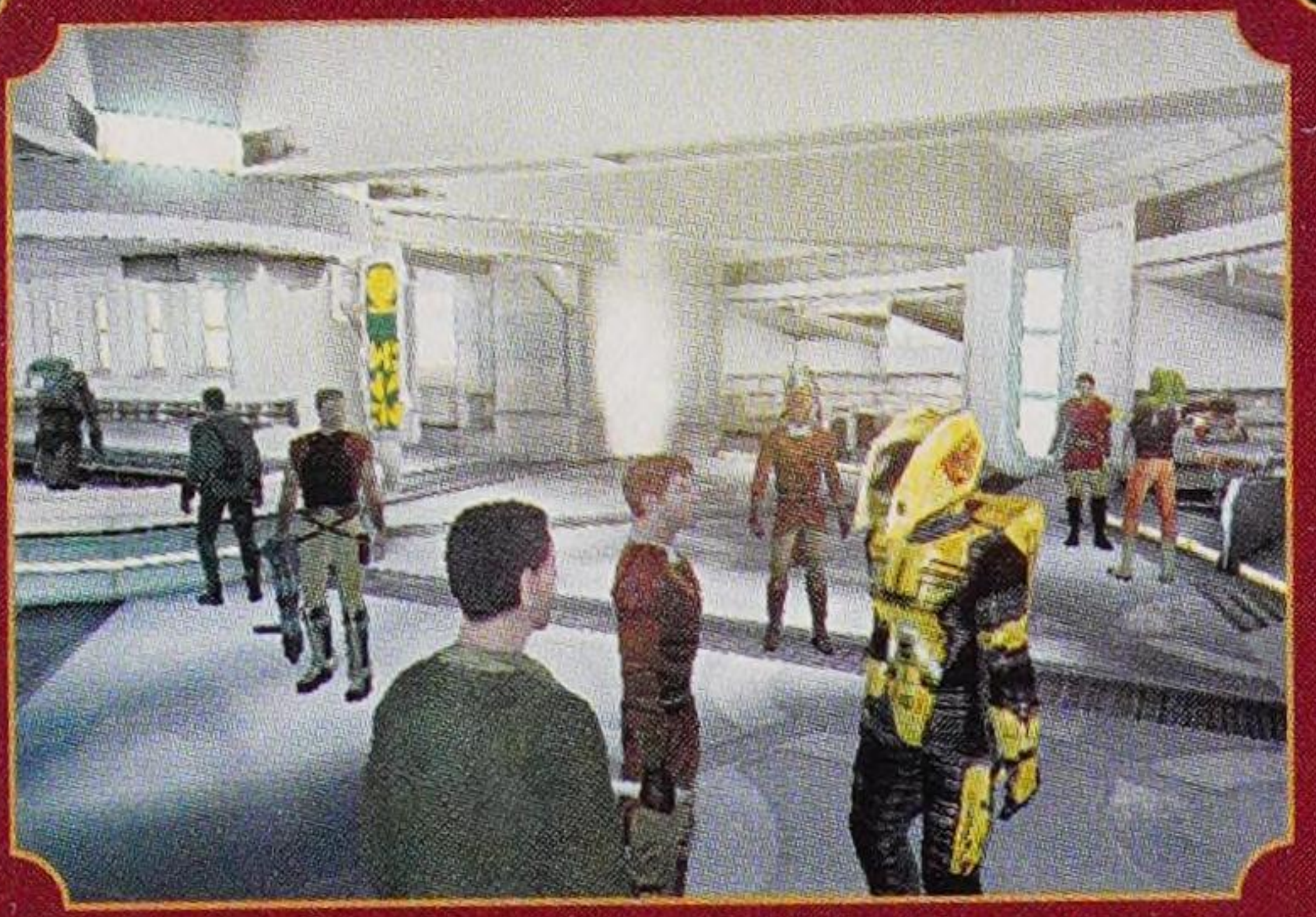
Area Overview 3: Ahto West

Ahto West





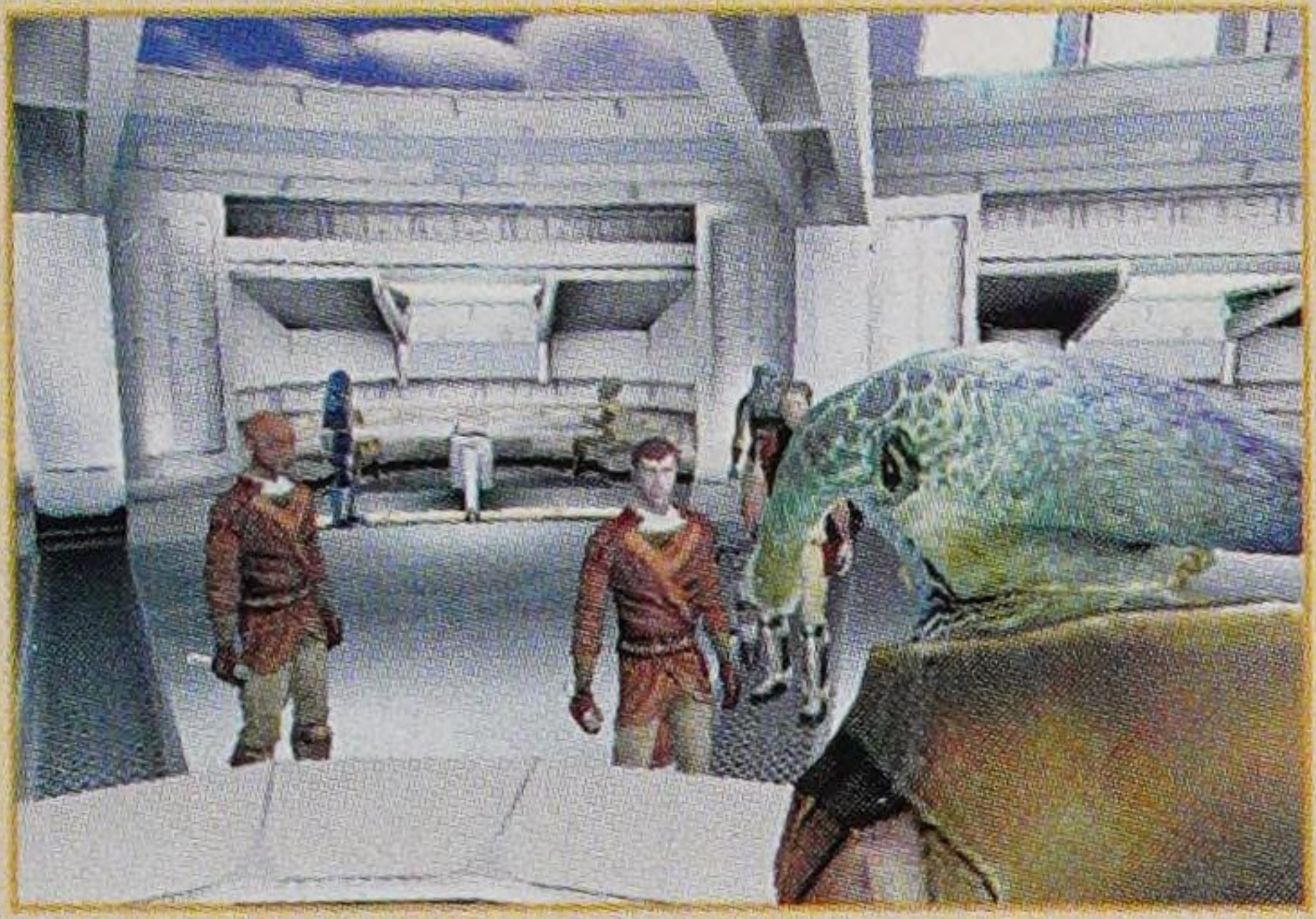
There are three areas of interest here, and an exit to the east. To the south is the High Court, where you're taken for questioning twice during your stay (and will appear again if you attempt Sidequest 1). The holding cells nearby (Waypoint 9) cannot be entered during normal play—you access this chamber only if you are questioning a prisoner, or incarcerated and waiting trial yourself. The bulk of the activity in this sector, however, occurs at the Mercenary enclave to the north (Waypoint 10). Follow the yellow signs to the entrance.



Mercenaries for hire

Here you meet the drunken Sith officers Viglo and Duan, purchase equipment from the Selkath barkeep (mainly stimulants), and watch a Sith negotiator attempt to hire an Echani mercenary. You can receive curt responses from the Mandalorian and Iridorian mercenaries, and engage a rather sneaky Twi'lek card shark named Gonto Yab in a game of Pazaak. Nilko Bwaas (who wishes to know where the Republic is sending mercenaries—Sidequest 4) and Shaelas (interested in where young Selkaths are disappearing to—Sidequest 2) are also in this enclave.

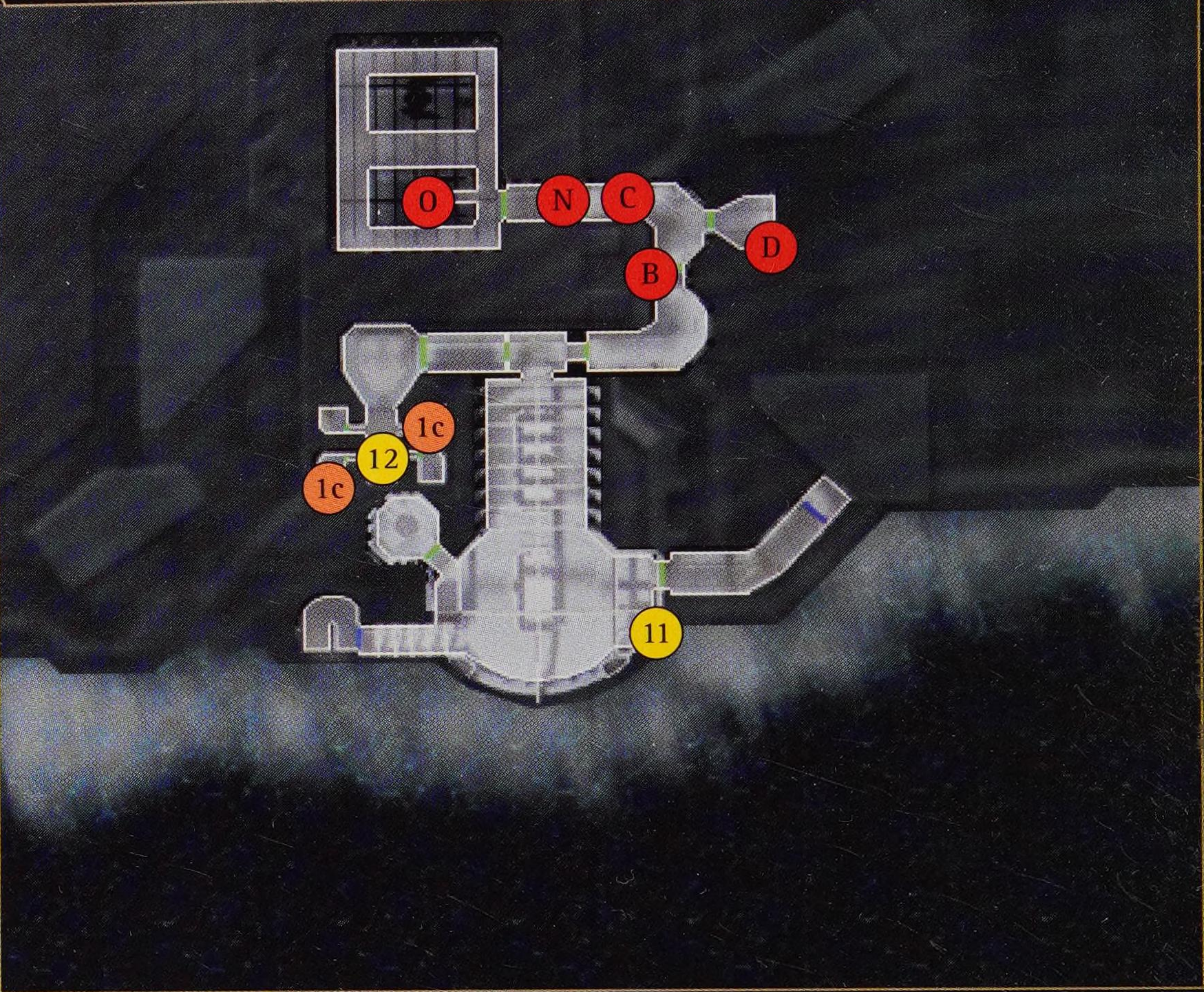
THE SELKATH BARTENDERS STIMULANT SUPPLIES

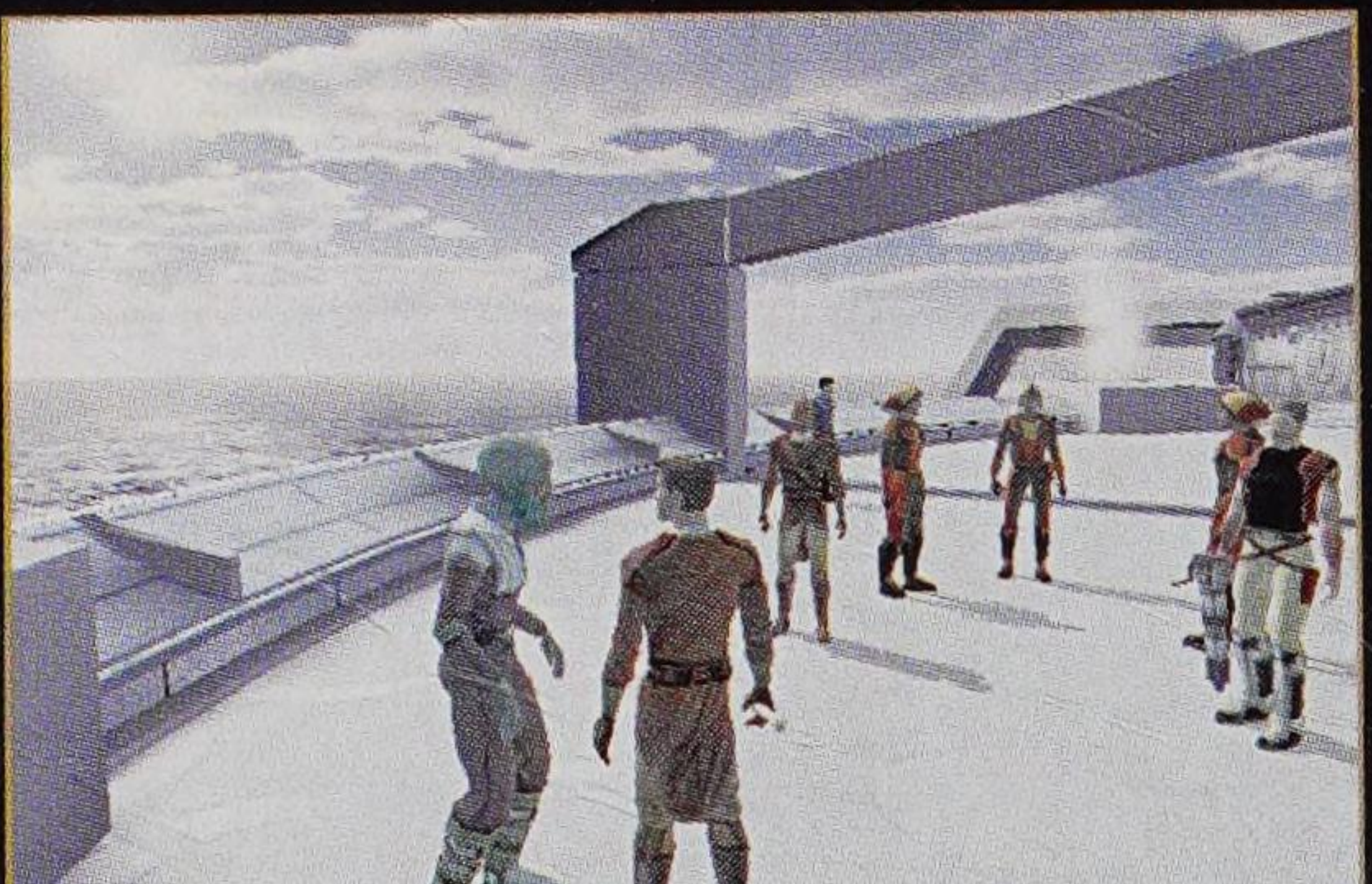


Item (number available)	Cost (Credits)
Hyper-battle stimulant (2)	200
Hyper-adrenal alacrity (∞)	50
Hyper-adrenal stamina (∞)	50
Hyper-adrenal strength (∞)	50
Battle stimulant (∞)	100
Adrenal alacrity (∞)	50
Adrenal stamina (∞)	50
Adrenal strength (∞)	50

Area Overview 4: Ahto East Central

Ahto East Central

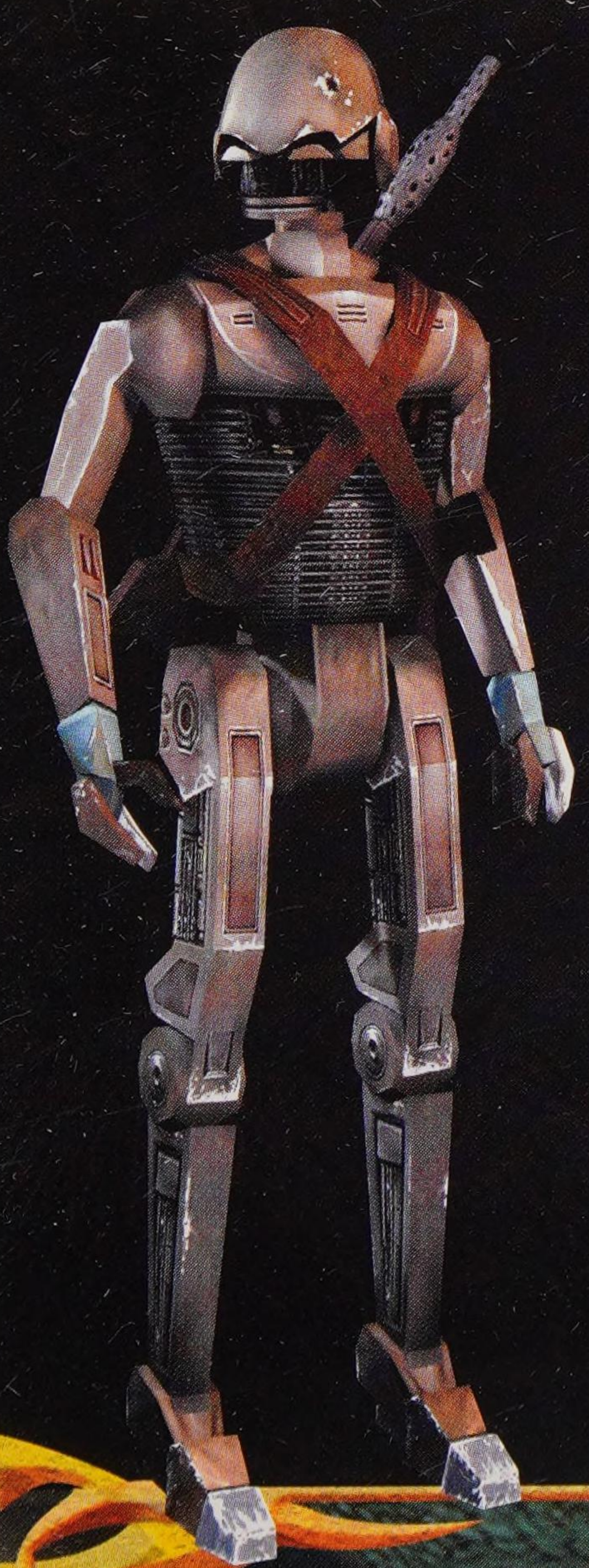


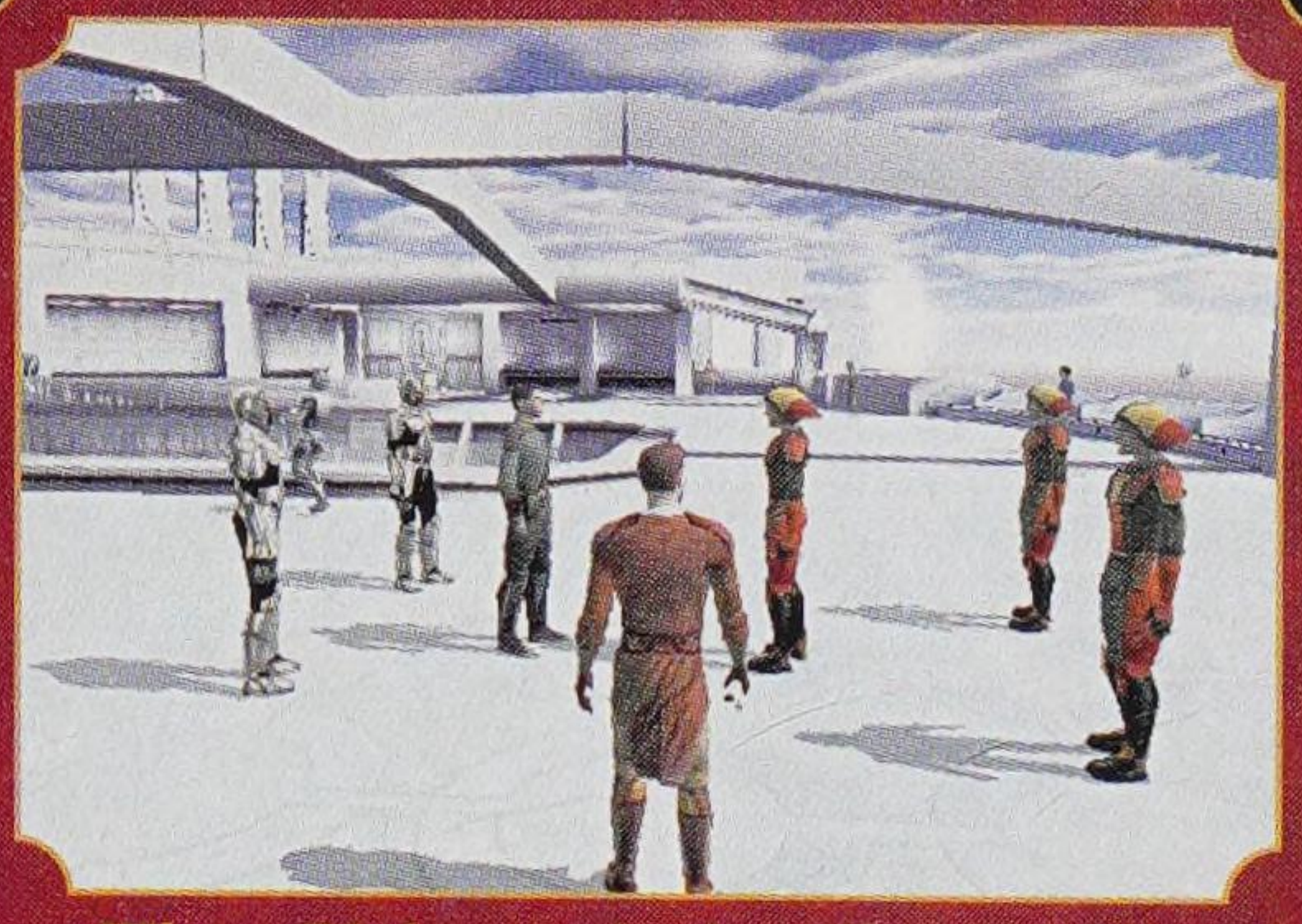


There are two exits to this area, to the west and east. Prior to investigating the three areas of interest (the Republic base, the visitor's hotel, and Tyvark's shop), wander around the open area until you reach the southeast corner (Waypoint 11). Here, you spot a shady Rodian. He trades some Pazaak cards. Check his extensive collection and purchase what you want.

SHADY RODIAN'S CARD COLLECTION

Item (number available)	Cost (Credits)
Pazaak card +/-1	400
Pazaak card +/-2	200
Pazaak card +/-3 (2)	250
Pazaak card +1 (2)	200
Pazaak card -1	200
Pazaak card +2 (2)	150
Pazaak card -2	150
Pazaak card +/-6 (3)	100
Pazaak card +3 (3)	100
Pazaak card -3 (2)	100
Pazaak card +4 (3)	50
Pazaak card -4 (2)	50
Pazaak card +5 (4)	25
Pazaak card -5 (4)	25
Pazaak card +6 (5)	10
Pazaak card -6 (5)	10



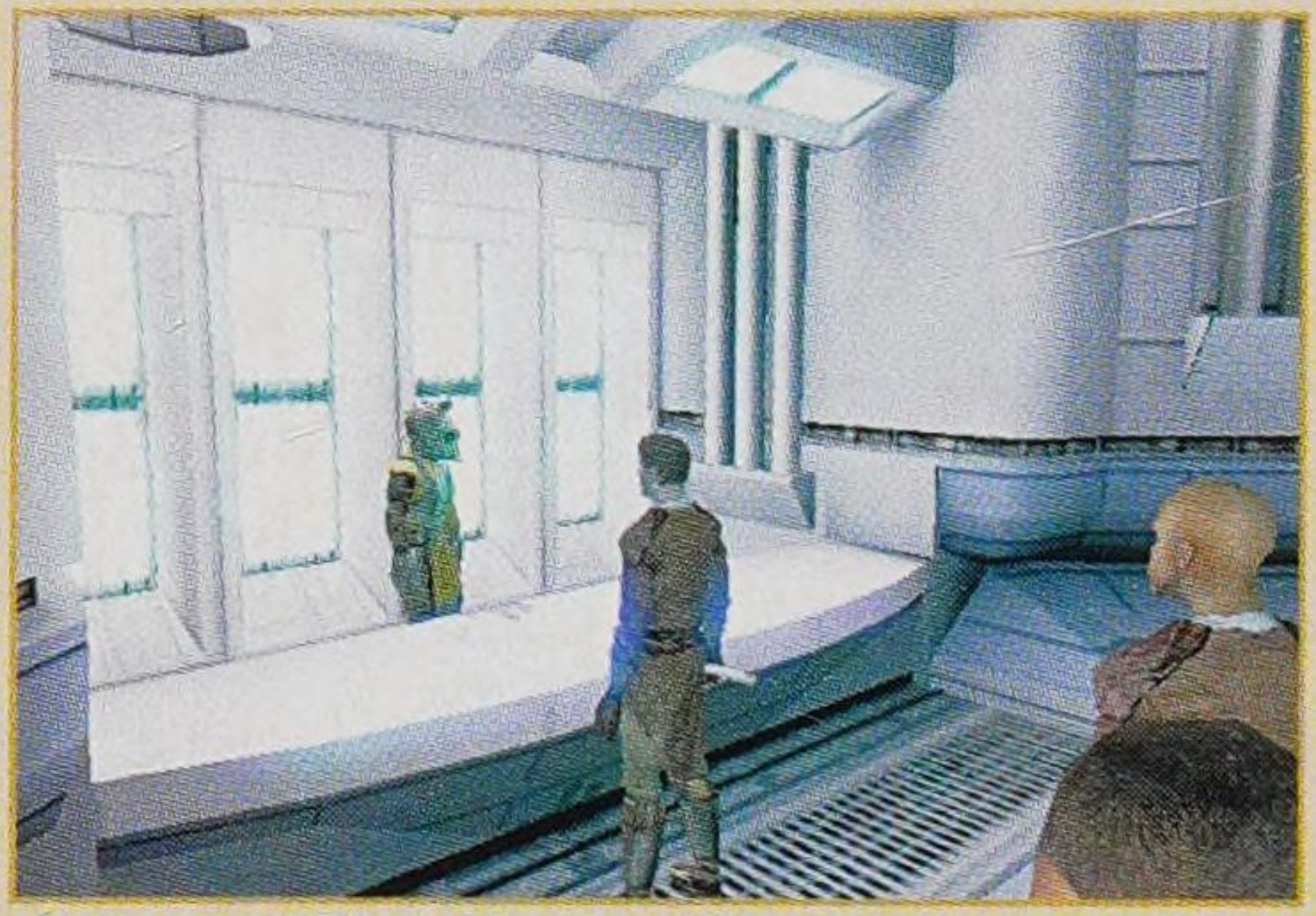


The Sith and the Republic almost come to blows.

A traveler from the world of Duro is also near the shady Rodian, and seems to be taking an interest in the impending Sith and Republic war as an observer. He is the key to unlocking the GenoHaradan quests that were first mentioned in Taris (see the World-Spanning Quests section for more details). If you want to complete the Manaan star map quest on the dark side, complete your business with Hulas before visiting the star map. The remaining information on this quest is detailed earlier. To the southwest of the main viewing area, a group from the Republic and some Sith attempt to get each other's hackles up. Also check out the general store (next to the parked speeder bike) where Tyvark Ludwan is happy to extricate credits from you in return for his many reasonably priced goods.

To the north is the Republic Embassy and stronghold—where your main quest starts. Over to the western side, opposite the embassy, is the visitor's hotel (Waypoint 12), which is currently under lockdown on order of the Selkath authorities, as a murder recently was committed there. If you have Jolee in your party, you can investigate this crime (Sidequest 1).

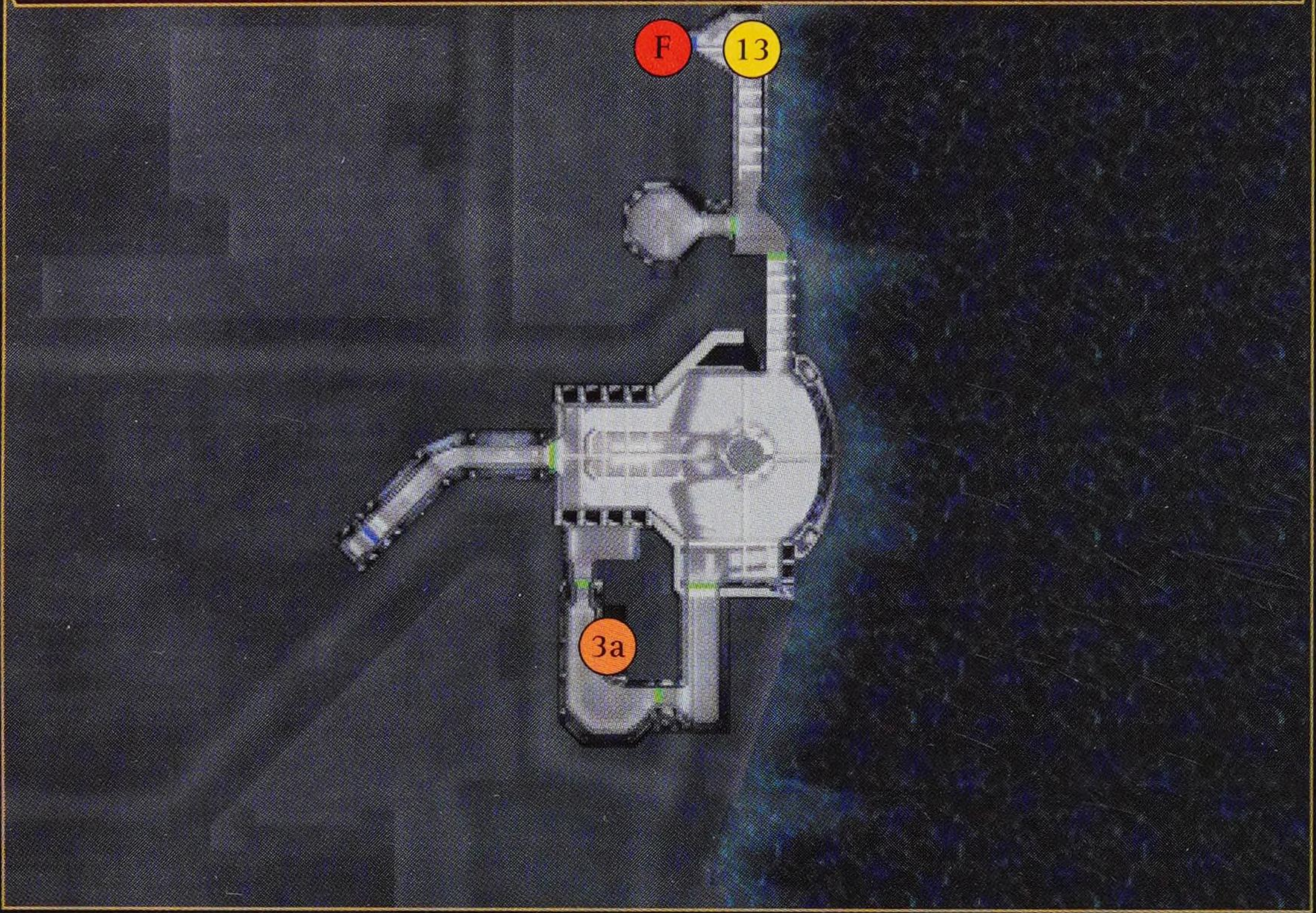
TYVARK LUDWAN'S RODIAN SURPRISES

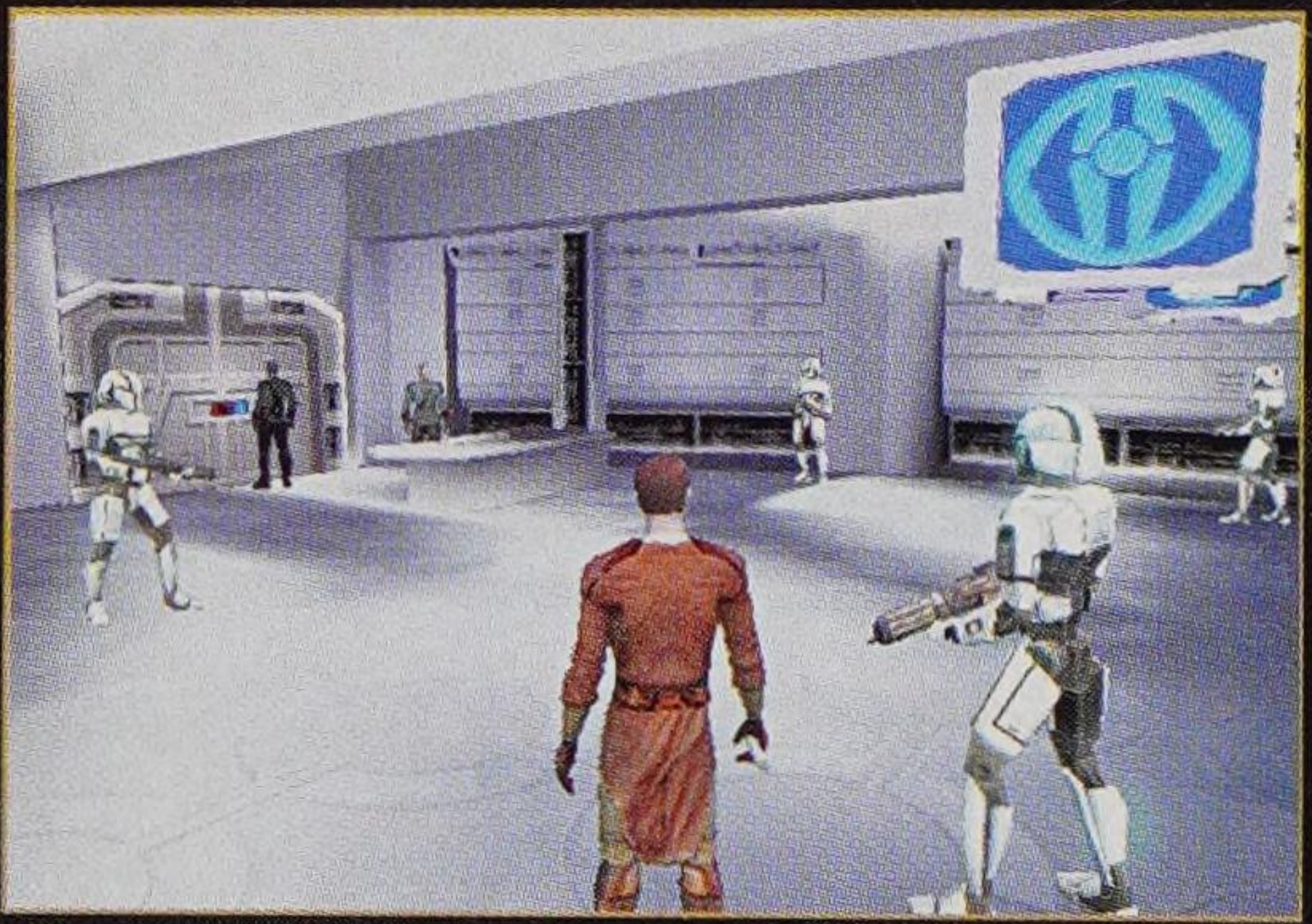


Item (number available)	Cost (Credits)
Advanced medpac (5)	80
Medpac (∞)	40
Parts (2)	200
Military suit	150
Combat suit	50
Battle armor	400
Light battle armor	250
Bothan stun stick	230
Vibroblade	80
Vibro double-blade	180
Vibrosword	80
Bothan needler	1,750
Arkanian pistol	1,000
Arkanian heavy pistol	1,000
Mandalorian blaster	750
Disruptor pistol	200
Sonic pistol	200
Blaster pistol	100
Hold out blaster	100
Light repeating blaster	500
Blaster carbine	500
Ion rifle	400
Disruptor rifle	400
Sonic rifle	400
Blaster rifle	300
Stabilizer mask	1,500
Combat sensor	1,000
Advanced aural amplifier	400
Breath mask	100
Neural band	100
Aural amplifier	50
Strength gauntlets	1,000
Cardio-regulator	100
Adrenaline amplifier	100
Echani battle stimulant	200
Advanced stun ray	1,400

Area Overview 5: Ahto East

Ahto East





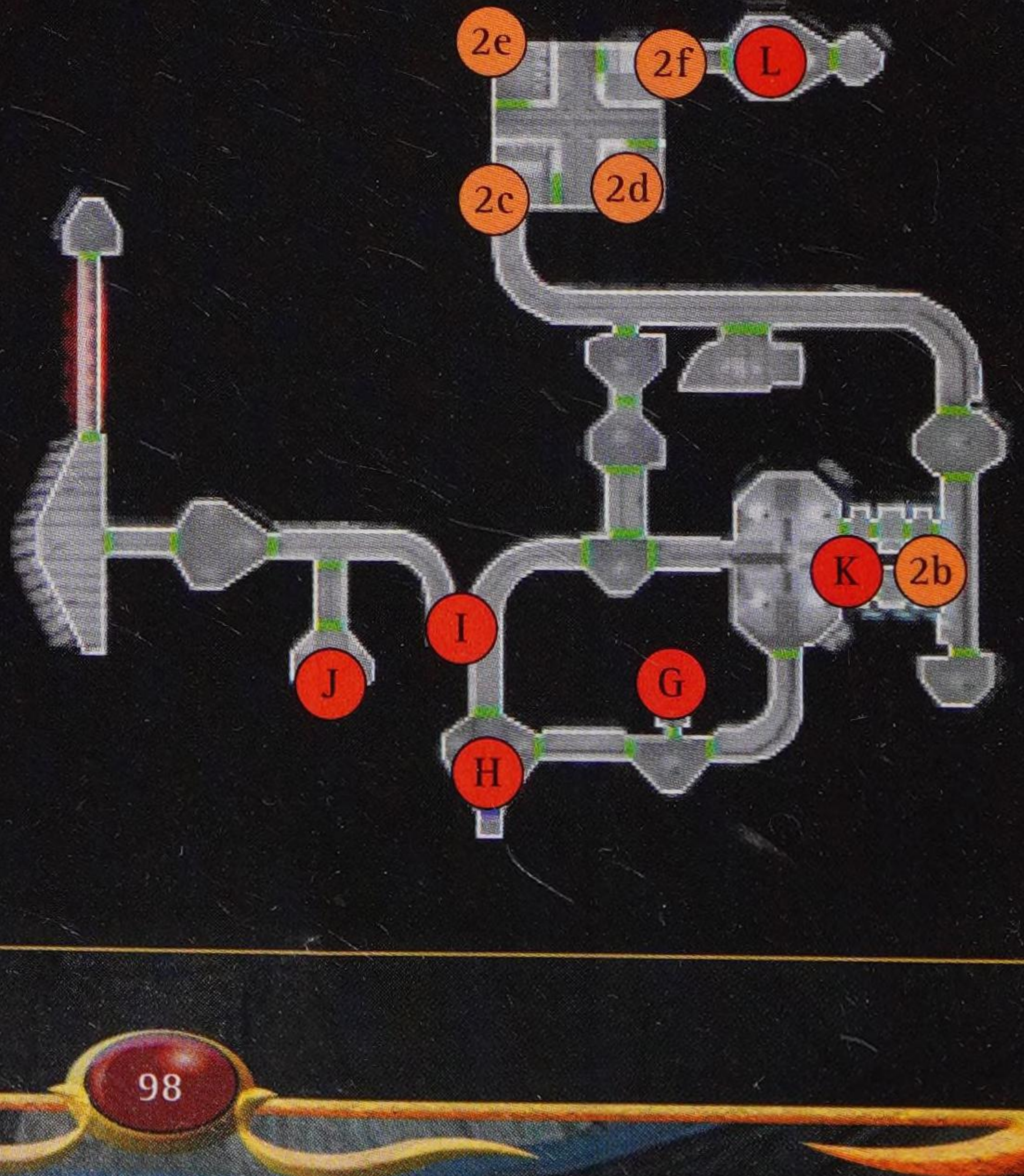
The only exit in Ahto East is to the southwest, but the reason for entering this area is to attempt to infiltrate the Sith base (Waypoint 13) during your main quest. However, there are two other main areas of interest; the first of which is the swoop registration to the south. This zone is covered in Sidequest 3. As you enter this main courtyard, a group of Sith attempts to extort 20 credits from you. Over by the southeast view of the ocean, the Sith are recruiting a mercenary, and nearby are a Sith soldier and armored soldier you can goad. Spend time at the shop of the Sith-hated Ithorian, Yortal Ixlis, perusing his used goods.

YORTAL IXLIS'S JUNK SHOP

Item (number available)	Cost (Credits)
Advanced repair kit (5)	40
Repair kit (∞)	20
Computer spike (2)	200
Droid heavy plating Type 3	1,600
Droid heavy plating Type 1	1,000
Droid medium plating Type 2	600
Droid medium plating Type 1 (2)	400
Droid light plating Type 3	200
Droid light plating Type 2 (2)	120
Droid light plating Type 1 (2)	60
Advanced targeting computer	1,600
Verpine demolitions probe (2)	800
Basic targeting computer	400
Security interface tool	400
Computer probe	400
Environment shield Level 1	2,240
Energy shield Level 1 (2)	1,120
Oil slick	1,200
Gravity generator	1,120
Flamethrower	560
Stun ray	560
Shield disruptor	560

Area Overview 6: Sith Base

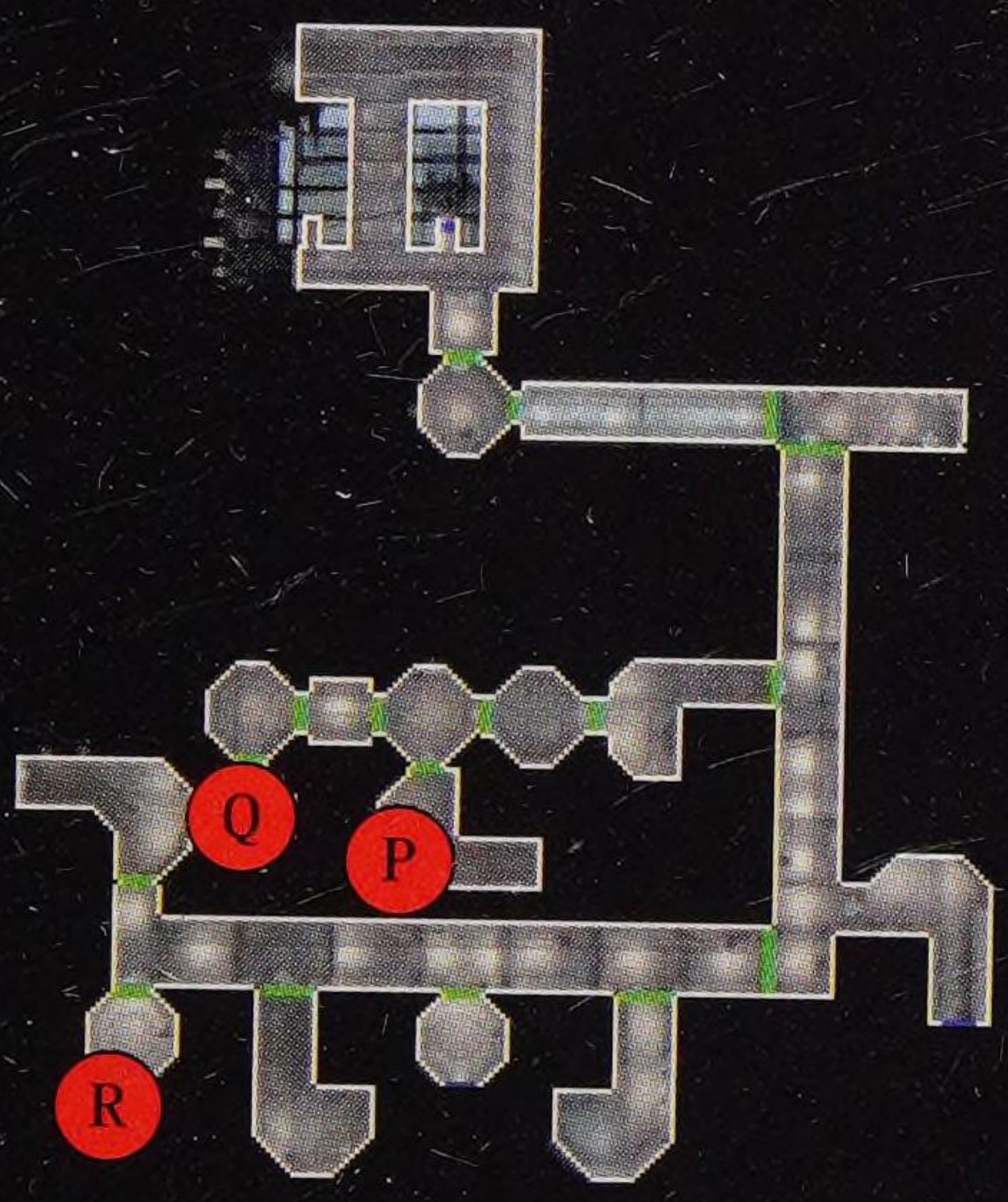
Sith Base



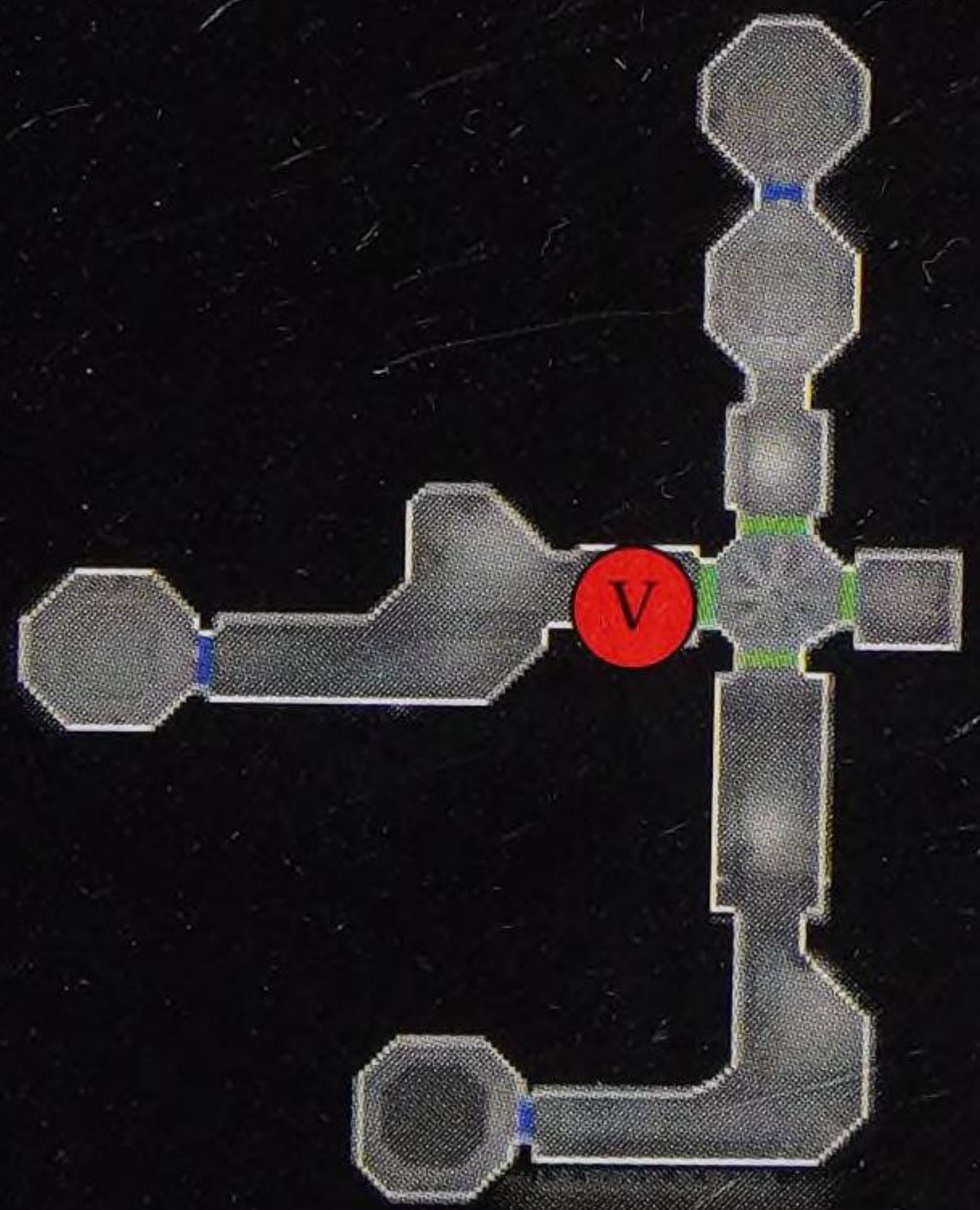
You infiltrate this Sith base during your main quest and if you wish to learn the fate of the Selkath youth (Sidequest 2). You have one main opportunity to enter and exit this base—when you've visited the Republic enclave and received your main mission. However, you can re-enter the base at any time afterward. Aside from computer terminals to remove some of the hostile turrets and snares in the base, most of the base's many traps are detailed during the walkthrough. You must remember that this base is split into two areas—northeast and southwest. A force field prevents you from moving south to north; to enter the upper portions of the base, you must negotiate the water filtration rooms (this is explained in the main walkthrough). Alternatively, turn the force field off from the security panel past the steam tunnel (in the base's northwest corner). You meet the expected enemies in this base, including war droids, Sith soldiers, officers of varying rank, and Dark Jedi. Search all bodies and all containers.

Area Overview 7: Hrakert Station

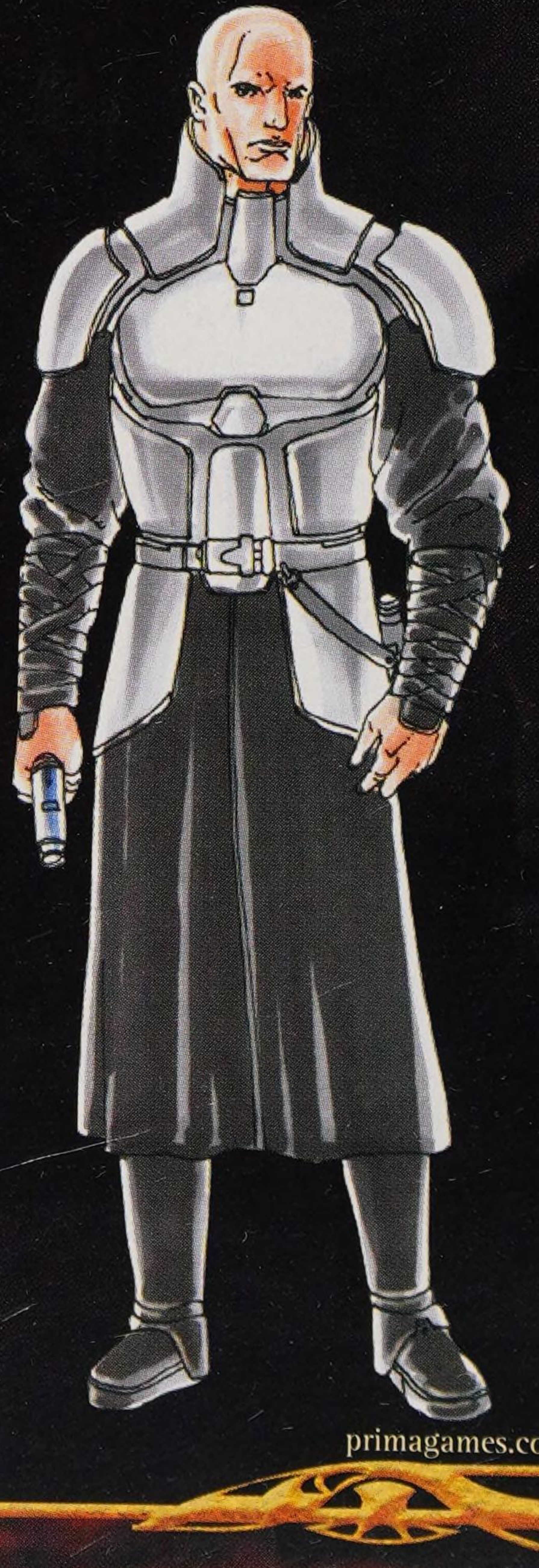
Base area 1



Base area 2

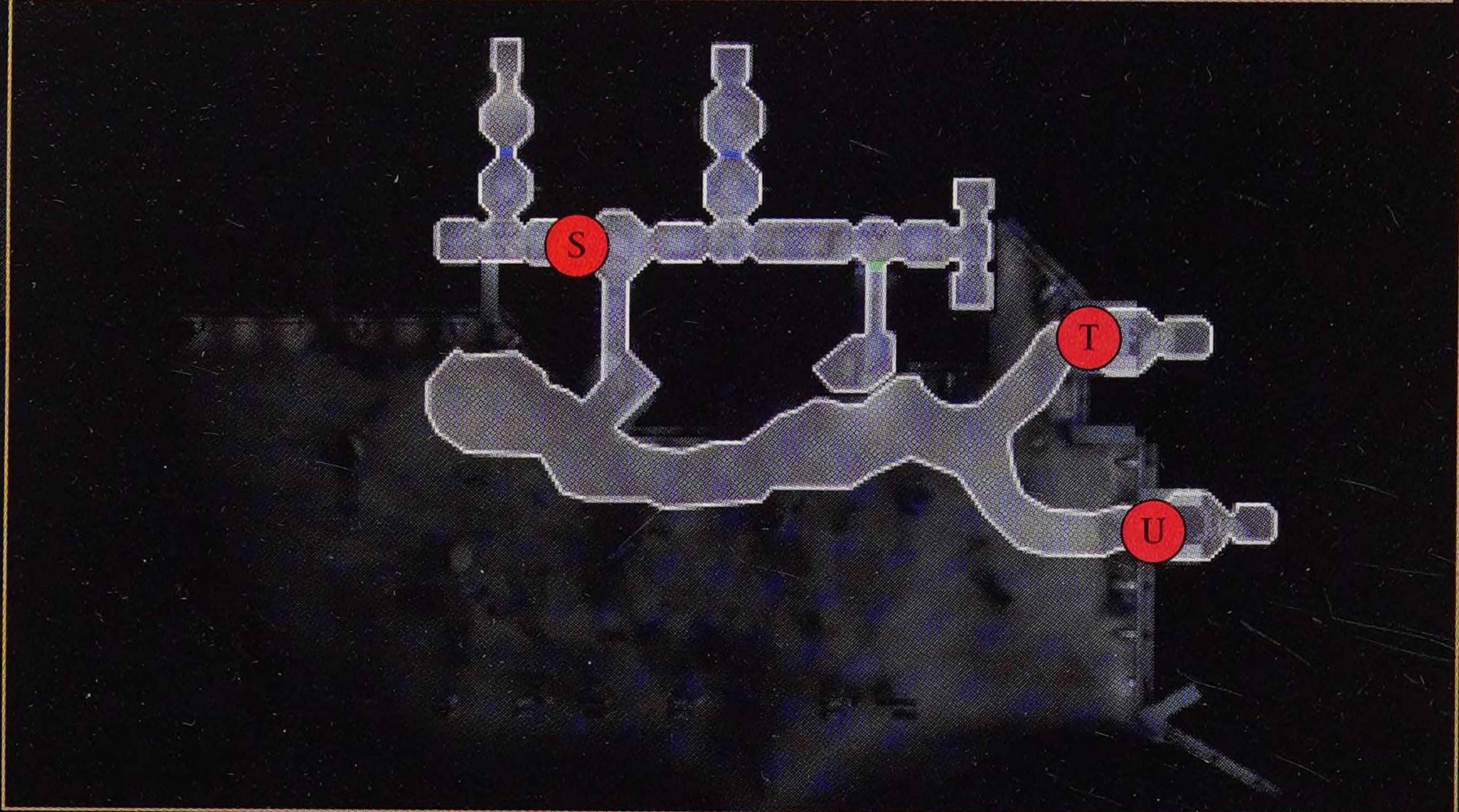


Hrakert Station, usually a science facility, has been reduced to a horrific and ghostly tomb, filled with the bodies of human scientists and mercenaries. The only living creatures are Selkaths, driven insane by sonic screeching inaudible to human ears. Selkaths have also activated droid patrols to guard the corridors and many interlocking rooms. The scene down here is utter chaos. However, you should investigate this place thoroughly, locating all items from the many containers, and dealing with all entities, including war droids.



Area Overview 8: Sea Floor

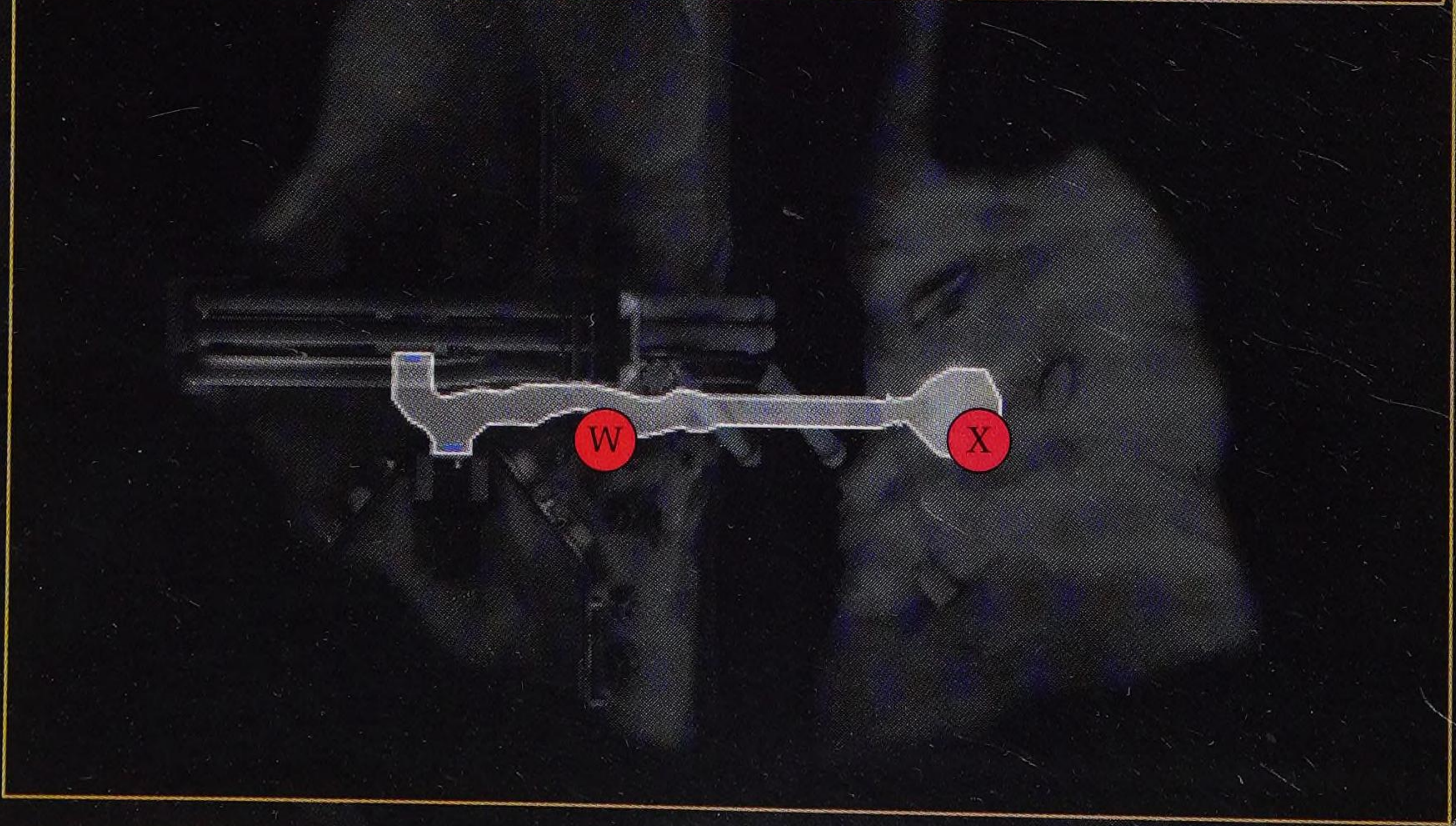
Sea Floor



Linking the Hrakert Station to the rift area is part of the ocean floor, perhaps the most deadly location in all of Manaan. The reason for fearing this underwater murk is simple: Envirosuits must be worn to traverse the rocky floors, and these afford little protection against the hunters of the deep—giant sharks known as firaxas. You need to fend these off with sonic armaments as you trudge through here.

Area Overview 9: Hrakert Rift

Hrakert Rift

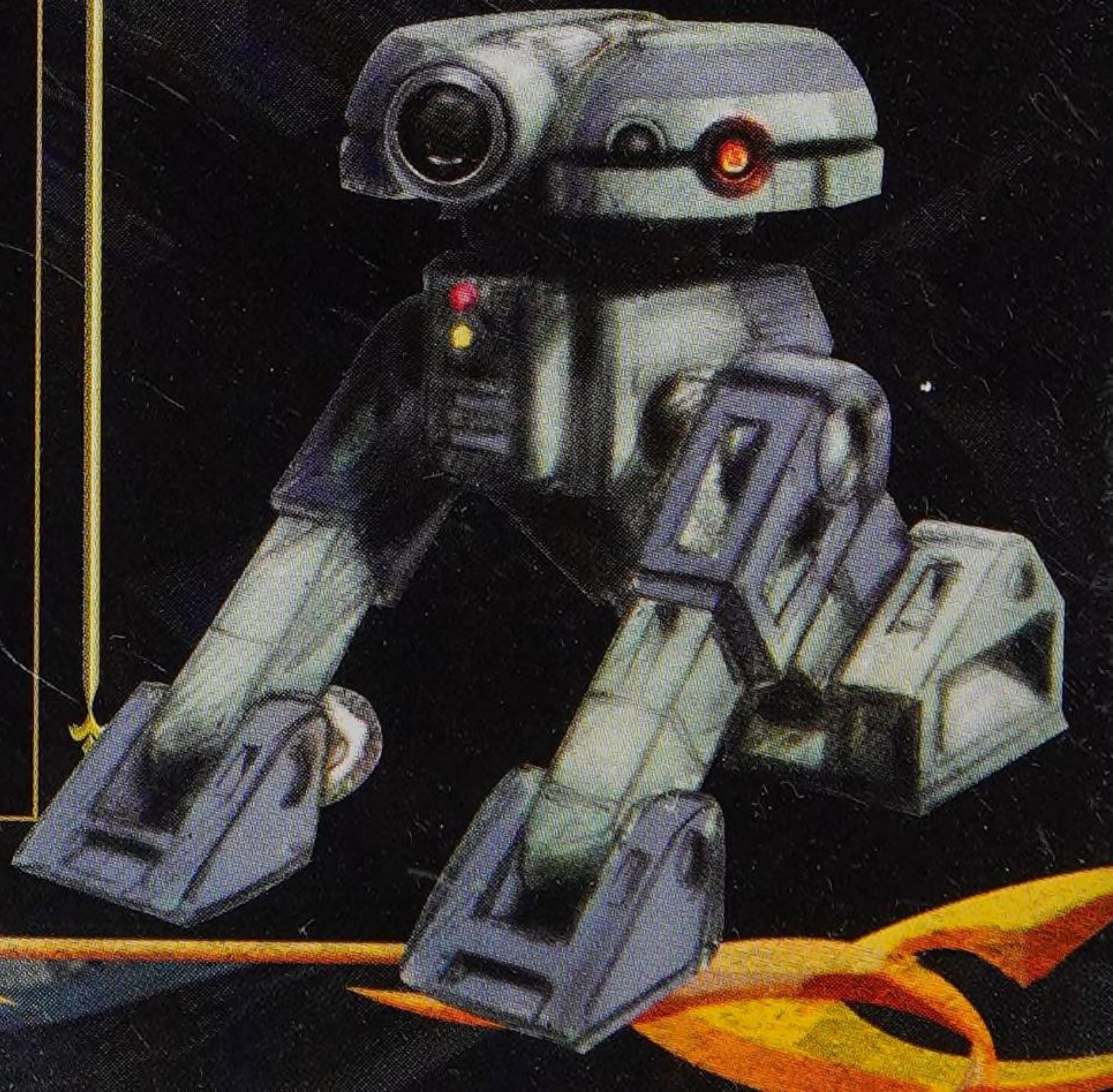


The rift is an area of the Hrakert Station that the Republic was secretly exploring and harvesting the kolto. Also appearing was a gigantic firaxa, an ancient sharklike being said in Selkath legend to be the guardian of the kolto. It is this beast that is causing the station's Selkath population to become insane due to its subaudible screeching. The kolto harvester blocking the guardian's home and an ancient altar with a star map both reside down here.

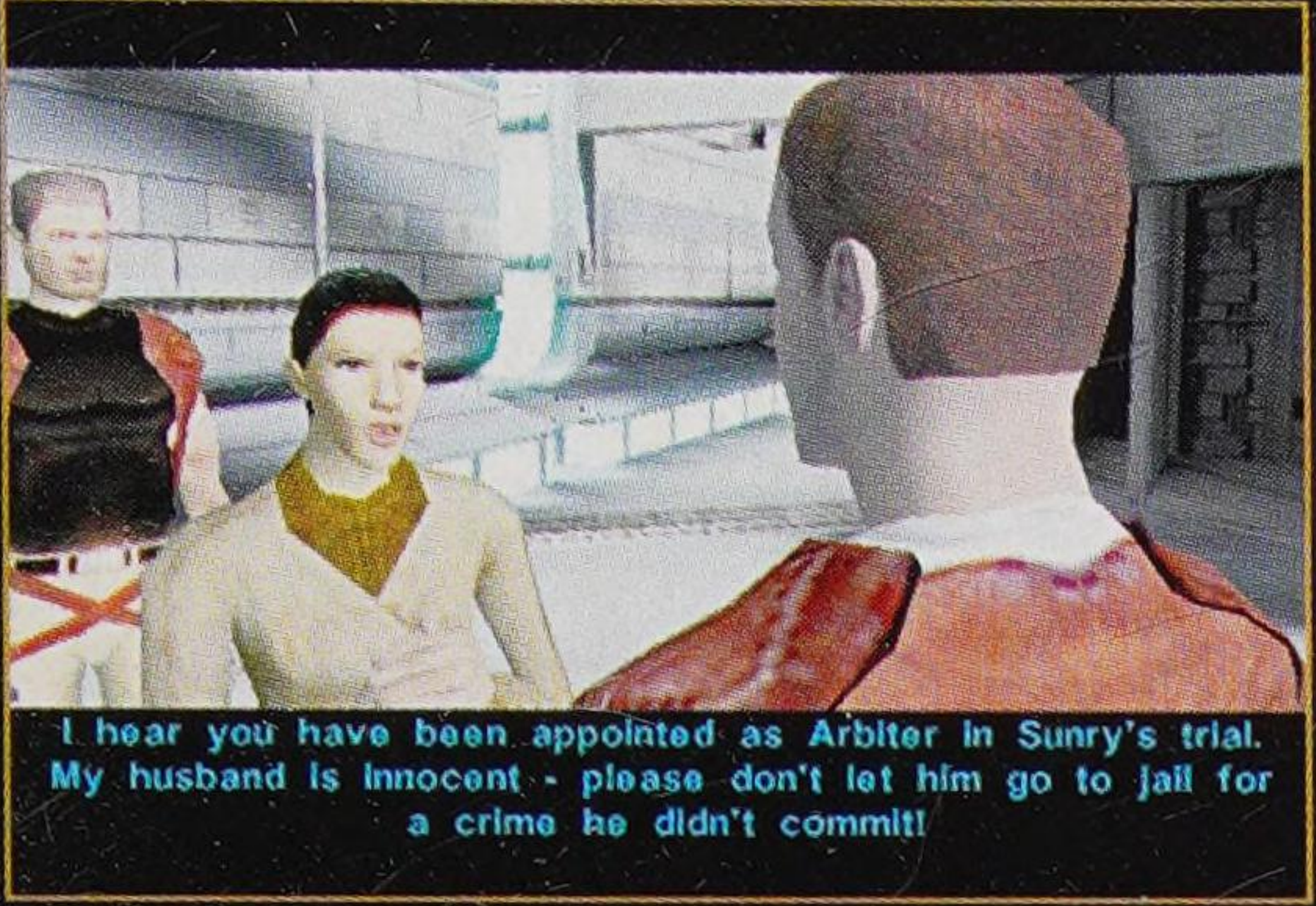
Quest Overview

There are six available (and mostly separate) quests (including your main objectives) to complete during your search for the star map on Manaan and under the vast ocean. Many quests are optional (these are the sidequests). They are listed below in the order they can be accessed, although almost all can be completed at any time.

1. Sunry Murder Trial
2. Missing Selkath
3. Manaan Swoop Races
4. Republic Hiring Mercenaries
5. Mission for the Republic (Main Quest)
6. Star Map: Manaan (Main Quest)



Quest 1: Sunry Murder Trial



I hear you have been appointed as Arbiter in Sunry's trial. My husband is innocent - please don't let him go to jail for a crime he didn't commit!

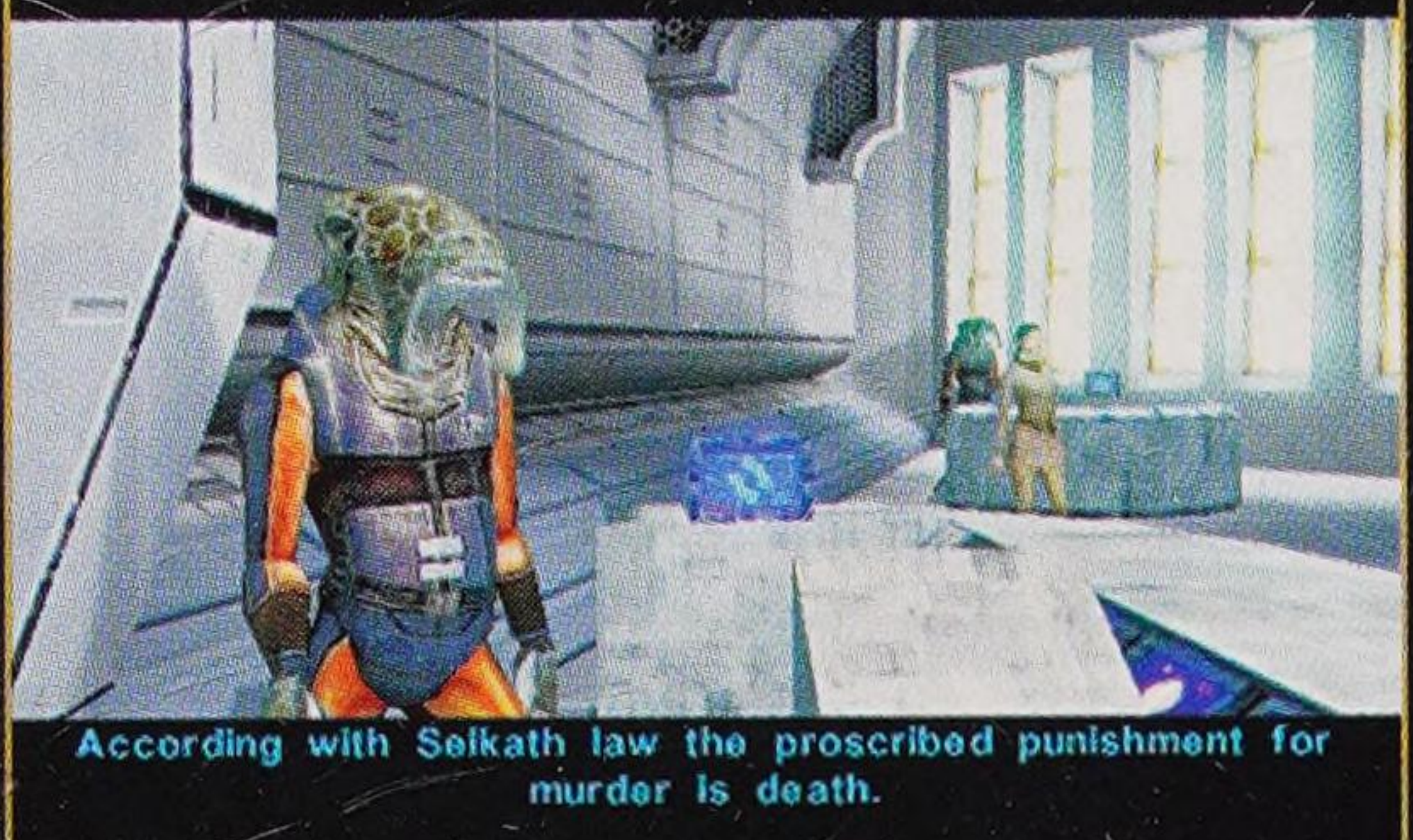
NOTE

The Sunry Murder Trial takes place only if your party contains Jolee Bindo (whether he is on the *Ebon Hawk* or not), as the wife of the accused will recognize him. If Jolee is not present, then this sidequest cannot be completed, and there is no reason to visit the hotel or the court (except when facing your own trials!).

Soon after disembarking from the *Ebon Hawk*, when wandering into the court, you are approached (at Waypoint 1A) by a woman called Elora who claims that an old friend of Jolee's, a man named Sunry, has been falsely accused of murder. She pleads for your help, as the Selkath neutrality laws forbid anyone from the Republic defending her husband. You are to take the role of an impartial "arbiter" in this case, and she hopes you'll save her husband from execution.

The accused—Sunry—inside a holding cell

When you agree to helping Jolee's old friend and become an arbiter, you are taken to the holding cells (Waypoint 1A) where Sunry is currently being held. The news isn't good—Sunry is accused of murdering a female Sith soldier named Elassa. Sunry believes this is a plot by the Sith to discredit him and embarrass the Republic, as Sunry is a Republic dignitary and decorated war hero. In fact, Sunry was a famous pilot before being crippled in battle, and he received the Republic Hero's Cross for his valor. To further add to the circumstantial evidence, he tells you that his medal was found clutched in Elassa's dead hand. Naturally, he argues that he wouldn't leave such an obvious piece of incriminating evidence if he was guilty. His story sways slightly when you find out Sunry and Elassa were having an affair.



According with Selkath law the proscribed punishment for murder is death.

There is a 13-step process for this trial. **Step 1:** You are approached by Elora and accept this quest. **Step 2:** You talk to the Selkath judge in the court (Waypoint 1B) and are officially appointed arbiter. You are told to gather information from the witnesses (at the hotel) to the events, if you wish. You also can talk to Sunry, and the Selkath judges who sit on this case. **Step 3:** You can talk to Sunry, who tells you his story (above), and again you are told to check the judges for their bias. **Step 4:** You talk to the witnesses at the hotel (Waypoint 1C). **Step 5:** You commence the trial at the courtroom. **Step 6:** The judges (there are five) and the witnesses (there are four) should now be known to you. **Steps 7 and 8:** The Sith prosecution questions Firith, Gluupor, and Elora. Between cross-examinations, you have the option to question these witnesses. After each witness has concluded his or her statement, you cab poll the judges' opinion on the case (which is part of Manaan law). **Step 9 and 10:** Sunry is brought before the court and cross-examined by the Sith prosecution and your defense. Sunry and Elassa were romantically involved, so be prepared for this evidence! **Step 11:** The Sith prosecution closes its arguments. **Step 12:** You close your arguments. **Step 13:** The judges rule.

Five Selkath judges rule on this trial. Below are their various stances and preferences:

#1 Judge Shelkar: He emphasizes how highly he thinks of Sunry's capabilities despite his war wound. He is suspicious of the Republic medal.

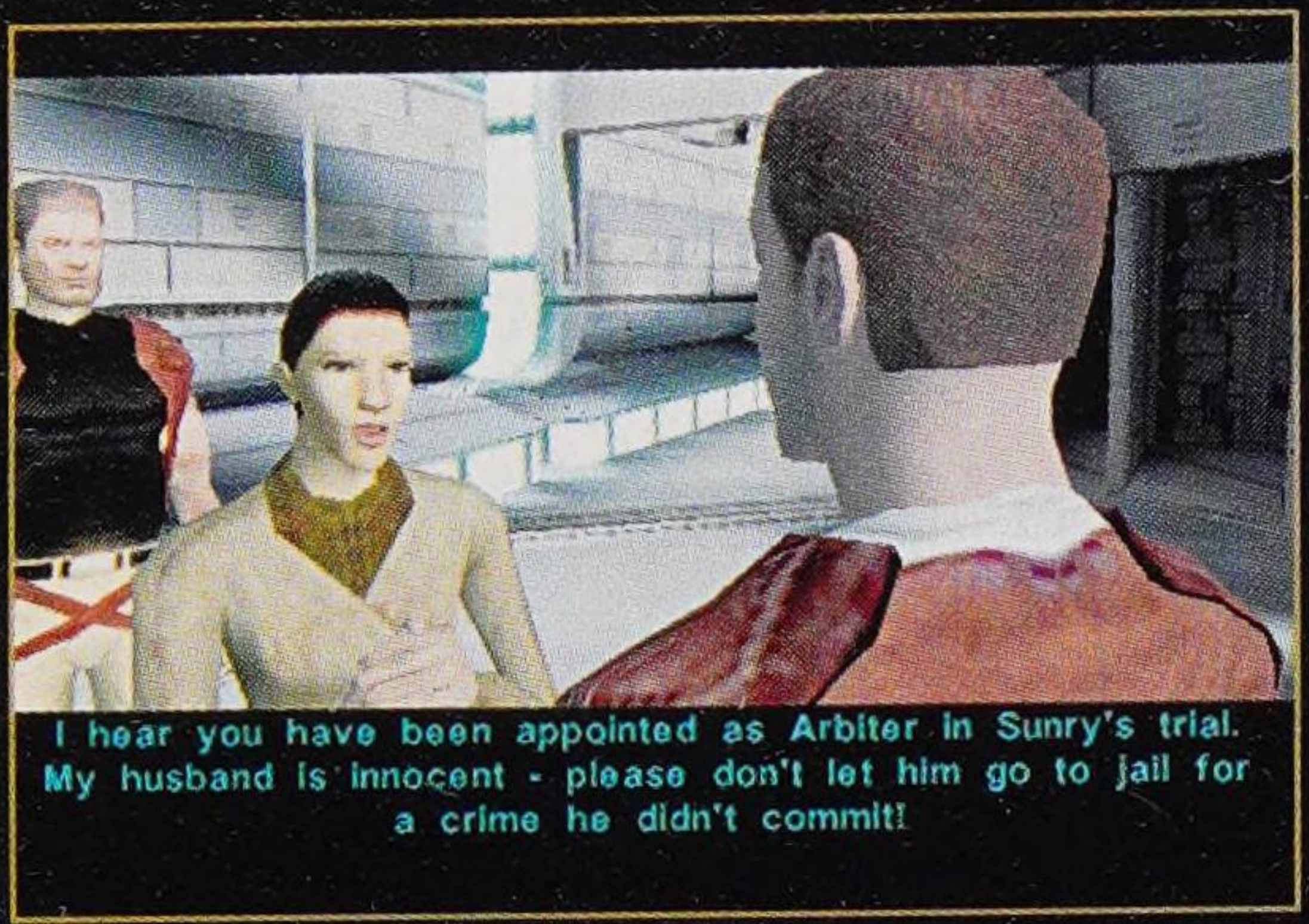
#2 Judge Jhosa: He doesn't like war. He is pro-Republic. He emphasizes how highly he thinks of Sunry's capabilities despite his war wound.

#3 Judge Naleshekan: He doesn't like war. He doesn't believe in good or evil. He is pro-Sith.

#4 Judge Kota: He thinks highly of heroism. He believes in good and evil. He is pro-Republic.

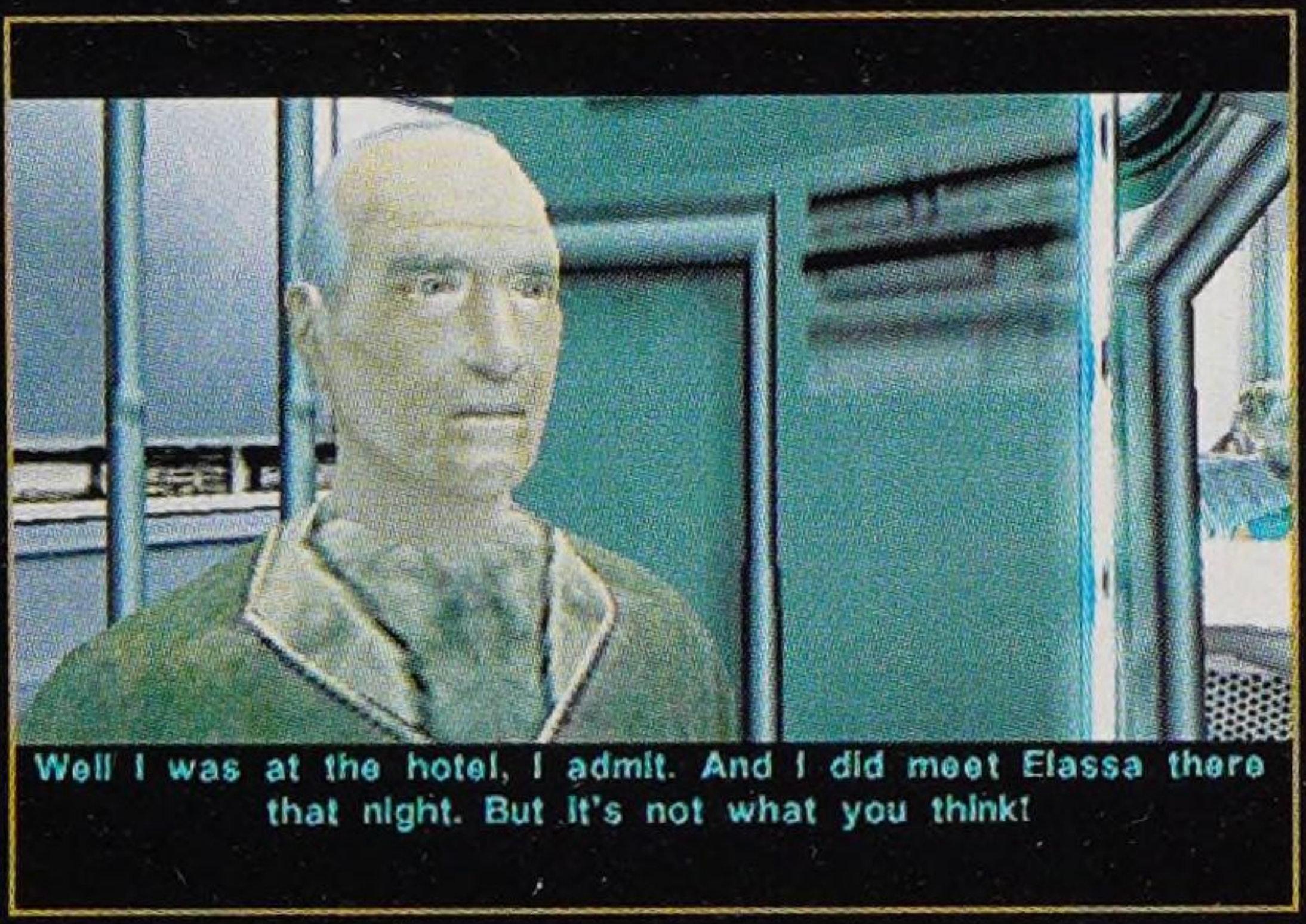
#5 Judge Duula: He doesn't believe in good or evil. He doesn't believe Sunry's impediment allowed him to murder Elassa. He is pro-Sith.

The witnesses each have their own memories of events that you can use in your client's defense:



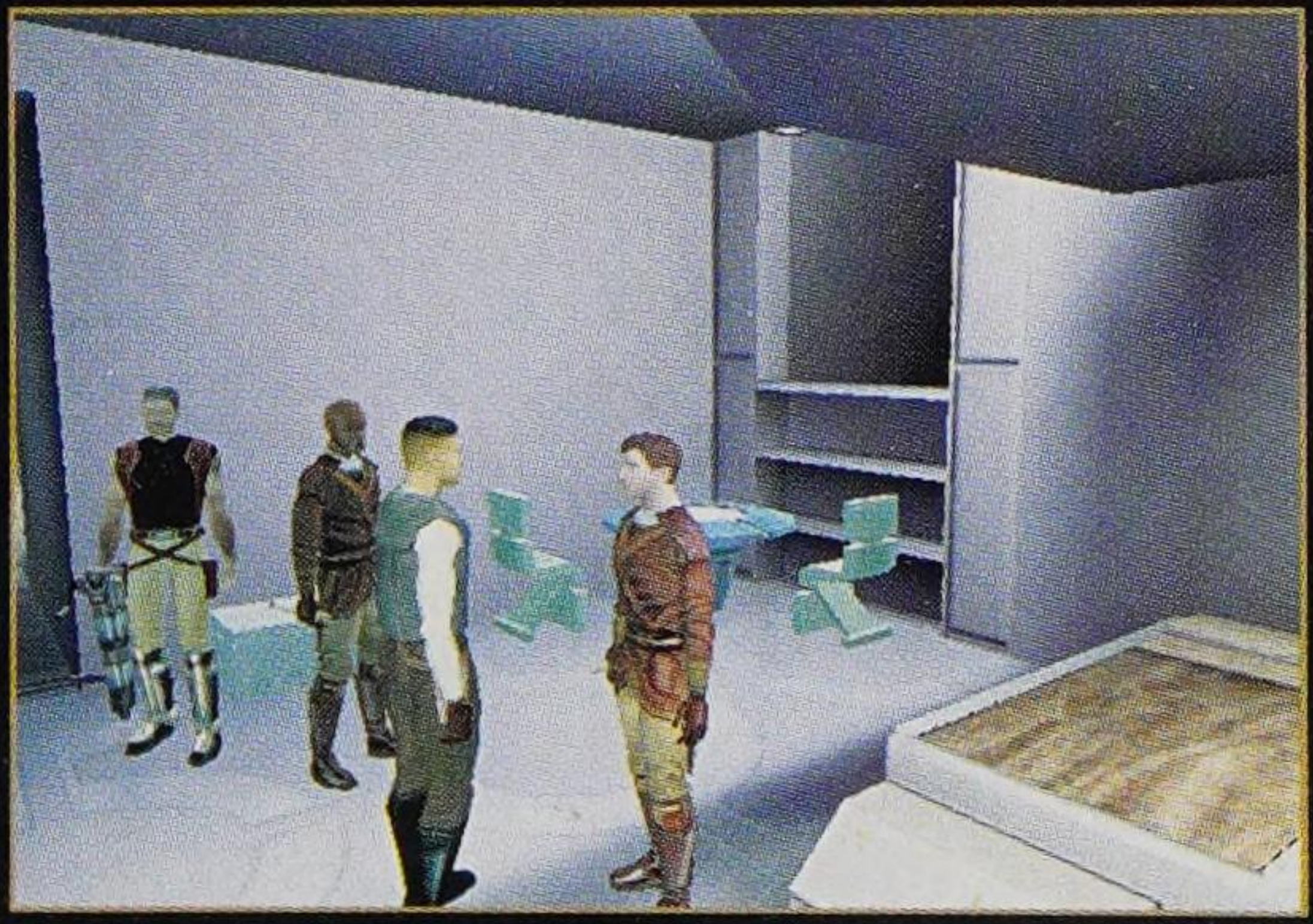
I hear you have been appointed as Arbiter in Sunry's trial. My husband is innocent - please don't let him go to jail for a crime he didn't commit!

Elora: She mentions Sunry's war wound. She admits that she knew of the affair, that it was over, and that Sunry went there to end it (if persuaded). She notes that Sunry is a war hero.

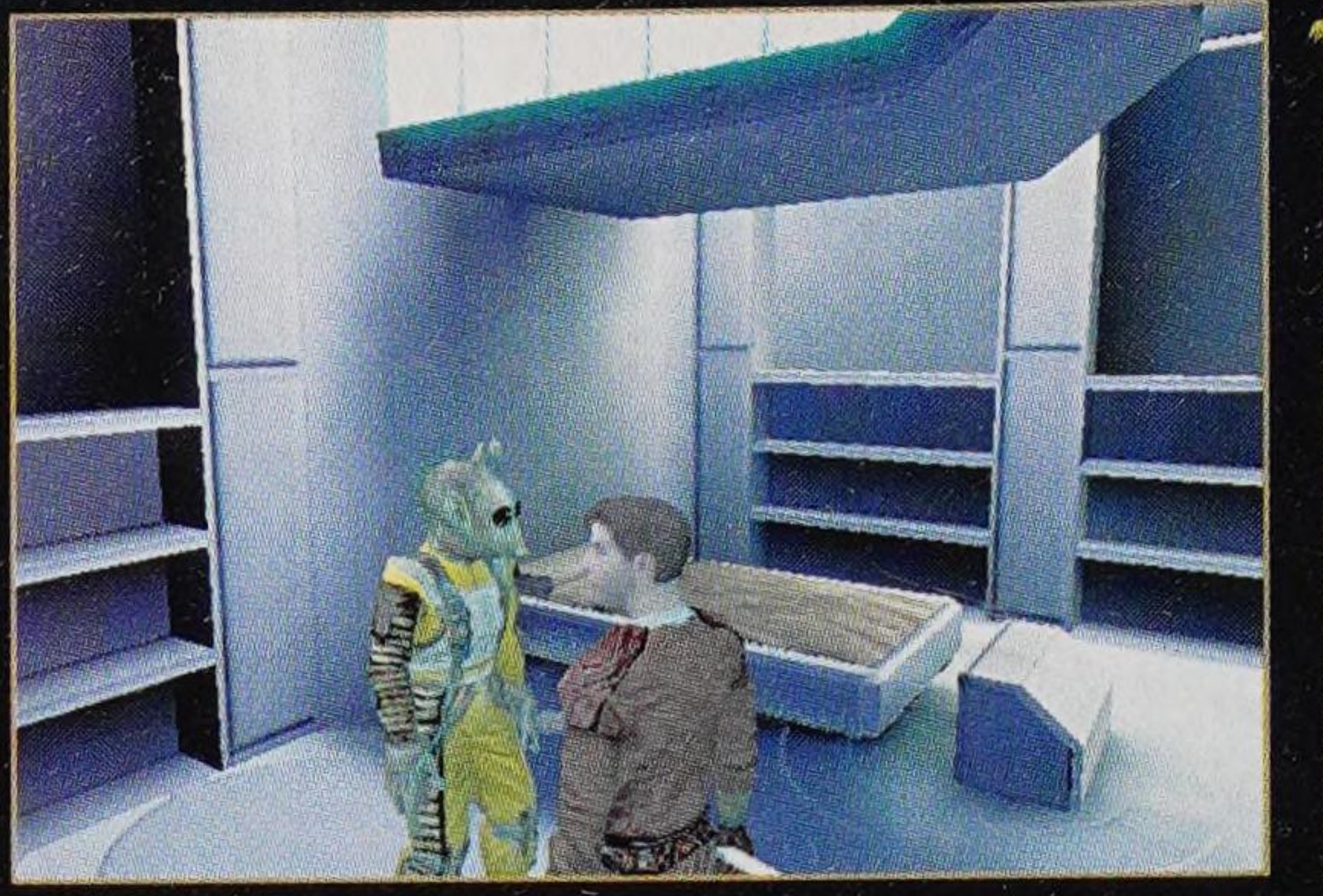


Well I was at the hotel, I admit. And I did meet Elassa there that night. But it's not what you think!

Sunry: He states that Elassa was a spy. He claims that he was attempting to turn her into a double agent. He mentions his disability. He admits the affair, that it was over, and that he went to the hotel to end it (if persuaded). He mentions he is a war hero.

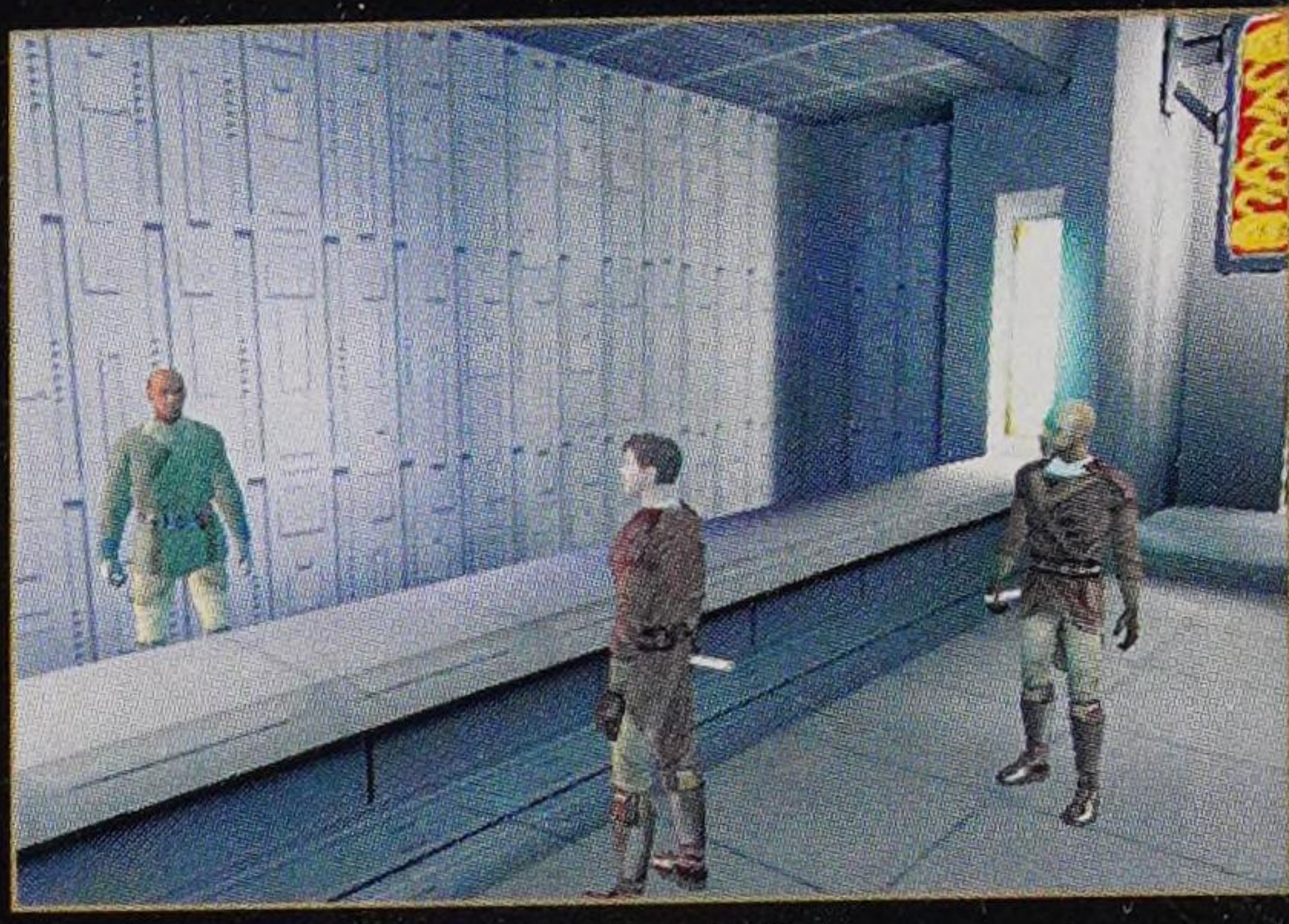


Firith Me: The first of the hotel witnesses. He saw Sunry fleeing the room. He did not see the murder. He noticed Elassa always wore a lightsaber under her cloak (if persuaded or Force persuaded). He can be bribed to make the persuasion easier (dark side).



Gluupor: The second hotel witness. He saw Sunry fleeing. He did not witness the murder. He tells you that the Sith paid him to plant the medal on Elassa after the murder (if persuaded or Force persuaded).

He can be bribed to make the persuasion easier (dark side).



Ingus: The third hotel witness. He can be bribed to submit a false affidavit (dark side).

THE ARGUMENTS

It is vitally important that you understand whether or not your arguments help or impede this trial. This is achieved by noting the comments from the witnesses and mentioning them during the trial for the judge to note. With each comment is a remark on whether the prosecution or defense (you) benefits from the comment, and therefore how necessary it is to allow this evidence to be mentioned during the trial.

The Defense's Arguments

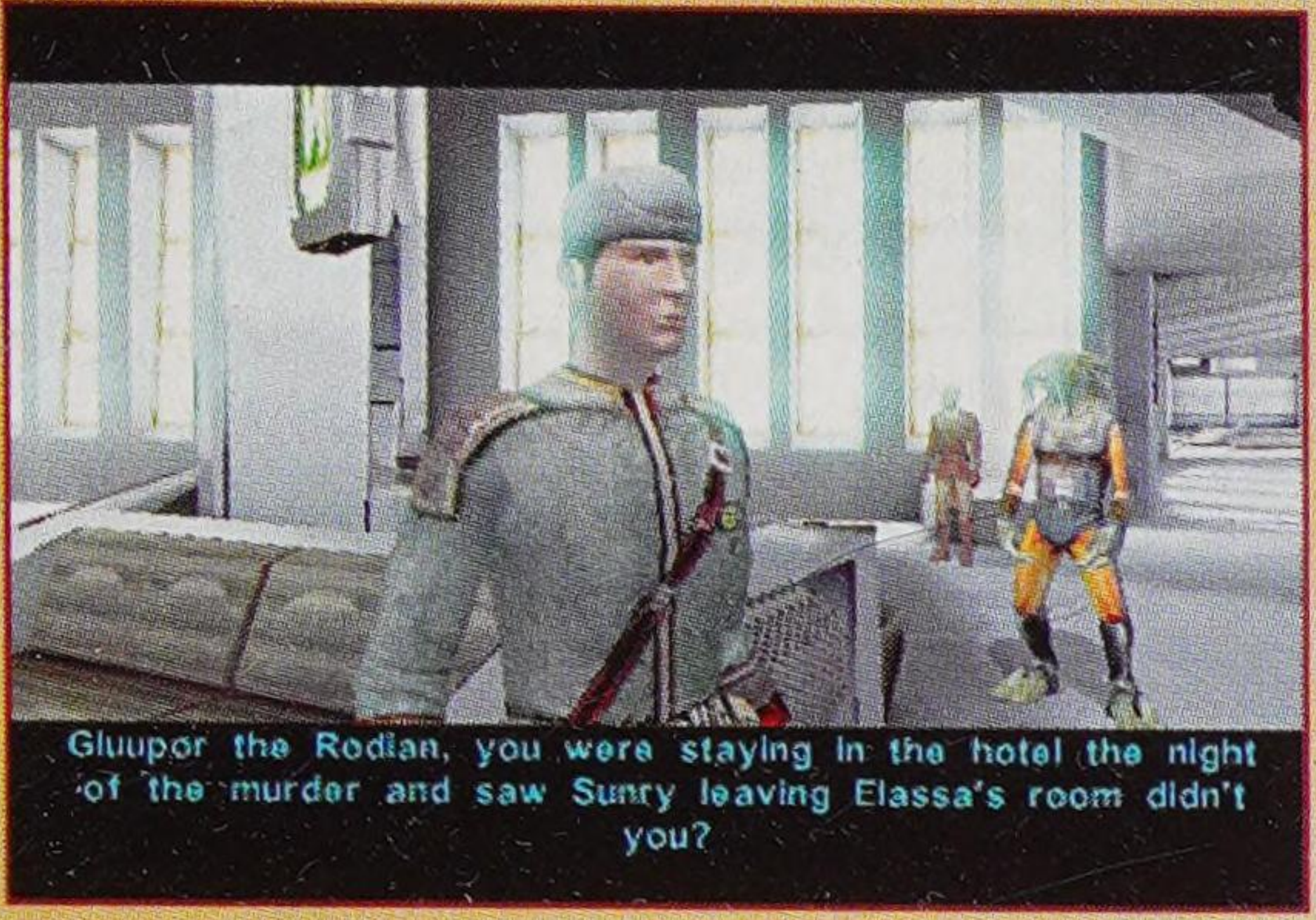
1. No one saw the murder (quite important for defense).
2. Sunry has a war wound (quite important for the prosecution).
3. Gluupor planted the medal himself (extremely important for defense). Find this information out from Gluupor.
4. There was an affair between Elassa and Sunry (benefits neither).
5. The affair between Elassa and Sunry was finished (extremely important for the defense if you bring this up first).
6. Elassa was a Dark Jedi (extremely important for the defense). Find this out from Firith Me.
7. Sunry is a war hero (quite important for the prosecution). This is the Sith's main argument.
8. Ingus's desk clerk affidavit (extremely important for the defense). Bribe Ingus so that he claims Sunry didn't appear until after the blaster shot was heard.
9. The Republic medal left at the scene is too obvious (quite important for the prosecution). A default defense argument.
10. Evil nature of the Sith (quite important for the prosecution). Using this argument doesn't sway the neutral Selkaths.
11. Elassa was a spy (quite important for the prosecution).

The Prosecution's Arguments

Pay particular attention to the arguments below, as they form the basis for delivering a guilty verdict to Sunry. Make sure you counter, ignore, or steer the trial away from the following points.

1. Eyewitness saw Sunry leave the scene (minor problems as it shows Sunry was in the area at the time of the event).
2. Sunry was wounded in the battle against the Sith. He hates the Sith (minor problems as it shows motive).
3. The affair between Elassa and Sunry (major problems). This shocking revelation must be introduced by you, and not your Sith counterpart, or the judges will be extremely swayed to the Sith's point of view.

THE TRIAL



Gluupor the Rodian, you were staying in the hotel the night of the murder and saw Sunry leaving Elassa's room didn't you?

To get the charges dismissed, you need to sway three of the five judges to a +3 or higher "rating" (explained below), otherwise Sunry is convicted. With three judges at +3, they save Sunry's life, and you gain a small amount of experience.

If you sway four judges to +3 or higher, you receive a greater amount of experience. If you sway all five judges to +3 or higher, you receive a large amount of experience, and the Sith are found to be in contempt of court and have sanctions lowered on them. The Sith have to pay a fine to the Republic in the form of subsidizing store costs for the Republic, effectively lowering the prices of items in the Manaan stores. Make sure you take advantage of this!

I think that Sunry, perhaps, could have been the culprit.

A Selkath judge ponders his decision partway through the trial.

The numerical values range from -2 or lower (Sunry is completely guilty) to +3 or higher (Sunry is innocent), and the trial starts with all judges having a "0" rating (undecided). As stated before, you can "poll" each judge after every argument. Although you cannot know what point value each judge has decided upon, you can learn it from their comments. At -2 or lower, they vote guilty if polled. At +3 or higher, they vote innocent. At -1 to +2, they remain undecided. Look for these comments to learn how the judges are being swayed.

If you visited the hotel and bribed Ingus to present his affidavit, the trial starts with Ingus giving his statement. The prosecution then calls Firith Me to the stand. The witness says how he saw Sunry limp from the murder scene, and the jury reaction changes by –1.

You are then given the following options:

No questions.

Ask if witness actually saw the murder (shift judges by +1).

Ask him if he thinks the Republic medal being left at the scene seems a little obvious (shift judges 1, 2, and 4 by +1).

Mention Sunry has a disability (judges 1 and 2 –1, judge 5 by +1).

Mention Elassa is a Dark Jedi (if discovered) (shift entire jury by +1).

When you select an option, it disappears from the list. When option one is finally selected, Gluupor is called to the stand.

You are given the following options:

No questions.

Ask if witness actually saw the murder (shift judges by +1).

Ask him if he thinks the Republic medal being left at the scene seems a little obvious (shift judges 1, 2, and 4 by +1).

Mention Sunry has a disability (judges 1 and 2 –1, judge 5 by +1).

Ask him if he planted the medal (if discovered) (shift entire jury by +1).

When you select an option, it disappears from the list. When option one is selected, Sunry's wife Elora is called. The Sith prosecutor asks if her husband was wounded in the war against the Sith, and if he blamed the Sith for being a cripple. She says yes. Jury shifts by –1.

You are given the following options:

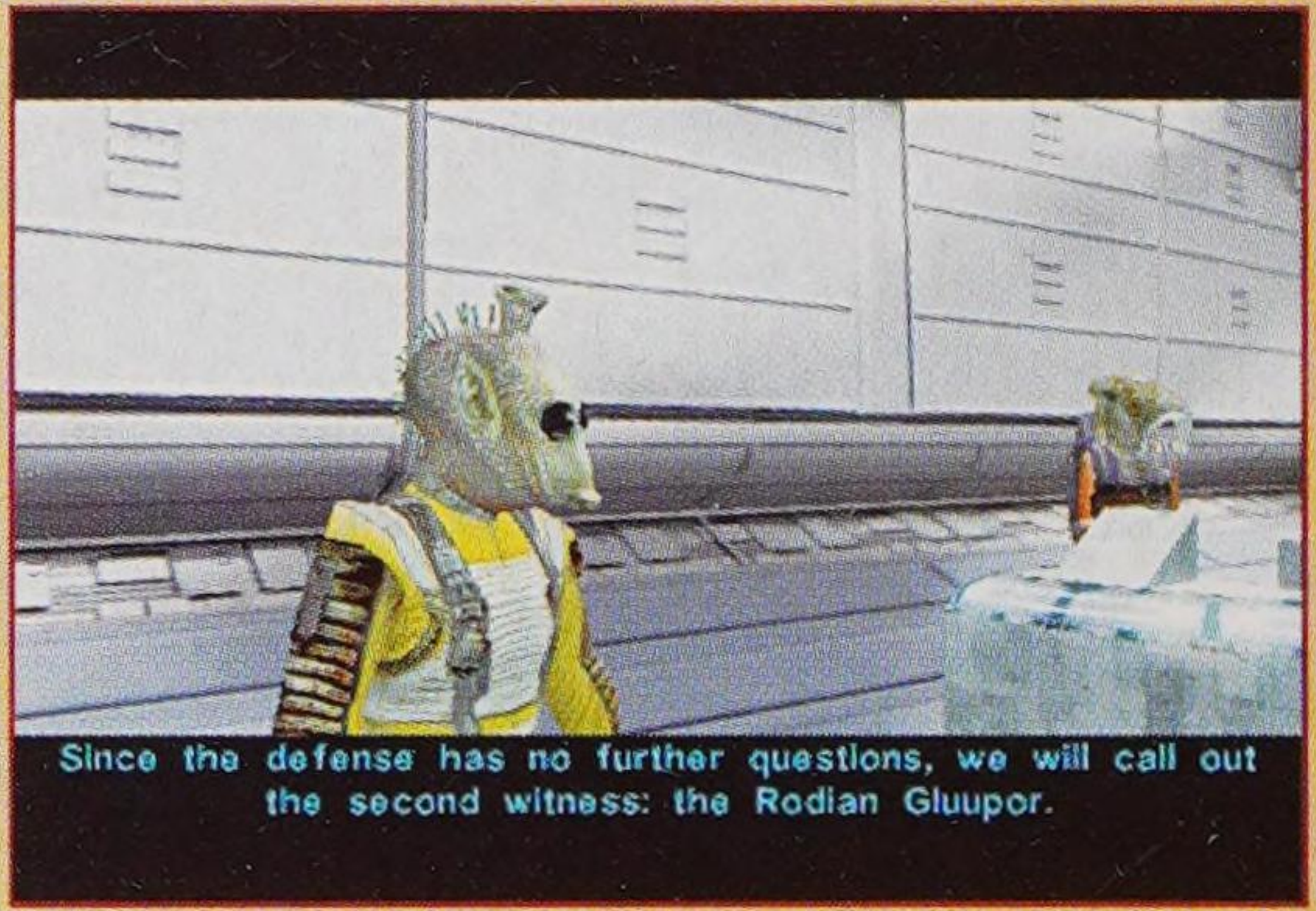
No questions.

Ask Elora about the affair (if discovered). She claims Sunry went to end it.

Mention Sunry is disabled (judges 1 and 2 –1, judge 5 by +1).

Ask if Sunry was a war hero (judges 2 and 3 –1, judges 4 +1).

When you select an option it disappears from the list. When option one is selected, the prosecution calls up Sunry. The Sith asks if Sunry is a war hero who hates the Sith. Sunry answers truthfully: Yes. If the Sith asks if he was in the room, Sunry answers: Yes (-1 to jury). If you haven't mentioned Sunry's affair with the deceased, then Sunry lies. Sunry also says Elassa is a spy and claims that he was trying to turn her to be a double agent. If he says this, the prosecutor brings up the affair. Sunry shakes but admits it (-2 to entire jury). If you had mentioned the affair (when cross-examining Elora), Sunry tells the truth. He had gone to end the affair.



Since the defense has no further questions, we will call out the second witness: the Rodian Gluupor.

A heated cross-examination.

Now you have the following options:

No further questions.

Elassa was a spy and was setting Sunry up (-1 to judges 3, 4, and 5; +1 to judge 2).

How did the medal get in the room? Sunry said it was stolen from him (shift judges 1, 2, and 4 by +1).

You were ending the affair. Do you think that was why they killed her? (You can bring this up only if Sunry admitted to the affair.) (+1 to all judges).

THE TRIAL CONTINUED

As each option is selected it disappears from the list. Then the trial ends with closing arguments. The prosecution's summation is simple: The accused and victim were having an affair. Sunry found out that she worked for the Sith, so he blasted her. Witnesses saw him fleeing the scene.

In your closing arguments, you can bring up any of the following options:

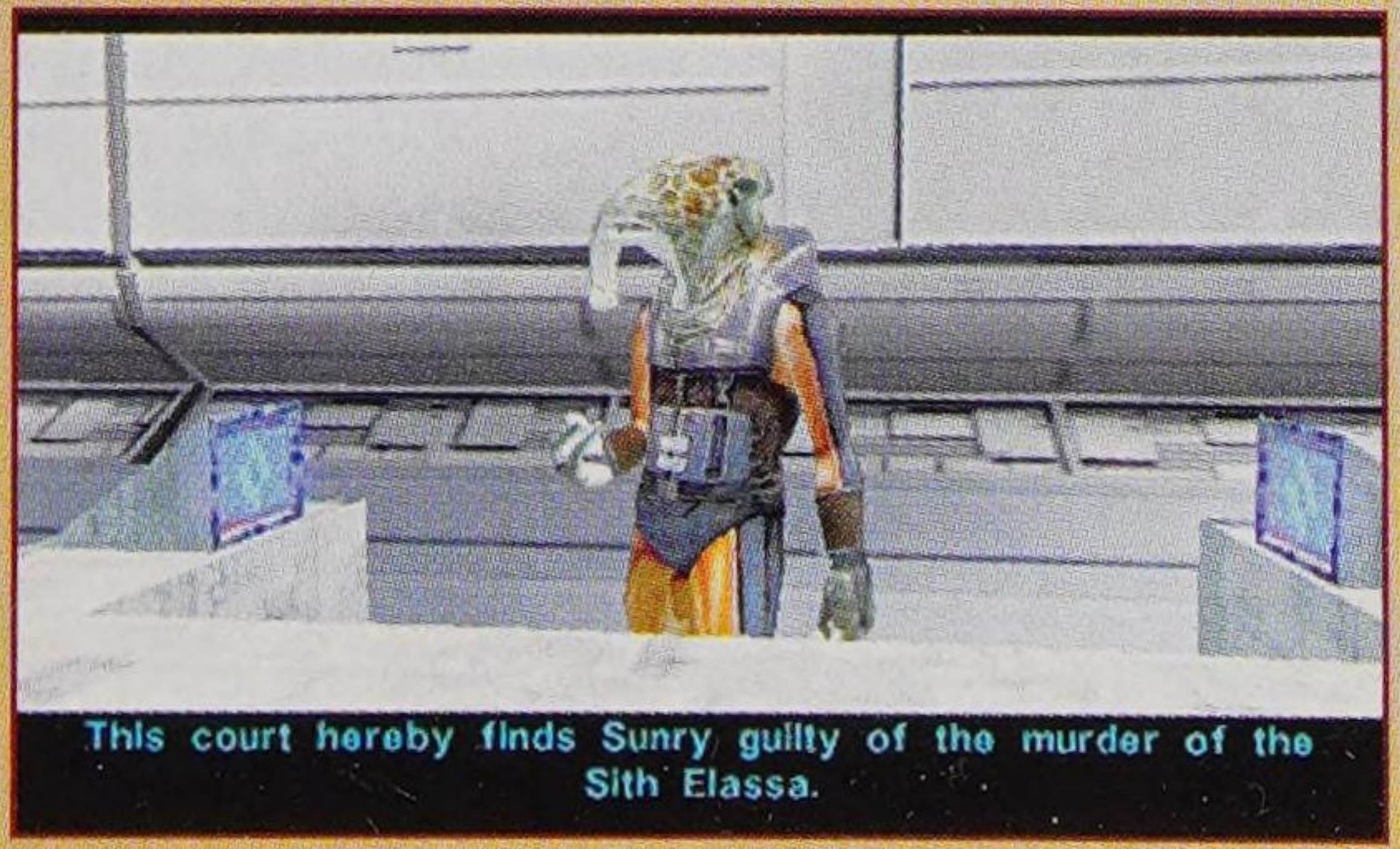
No one saw the murder (+1 to everyone).

Sunry has a disability and couldn't have killed her (judges 1 and 2 –1, judge 5 by +1).

The Sith are obviously evil. The judges comment that that is no basis for an argument (judges 3 and 5 receive –1; +1 to judge 4).

The affair was over, that was why the Sith killed her—to frame the Republic now that she no longer had any use (if known) (+1 to everyone).

Elassa was a spy and they were setting him up (-1 to judges 3, 4 and 5; +1 to judge 2).



This court hereby finds Sunry guilty of the murder of the Sith Elassa.

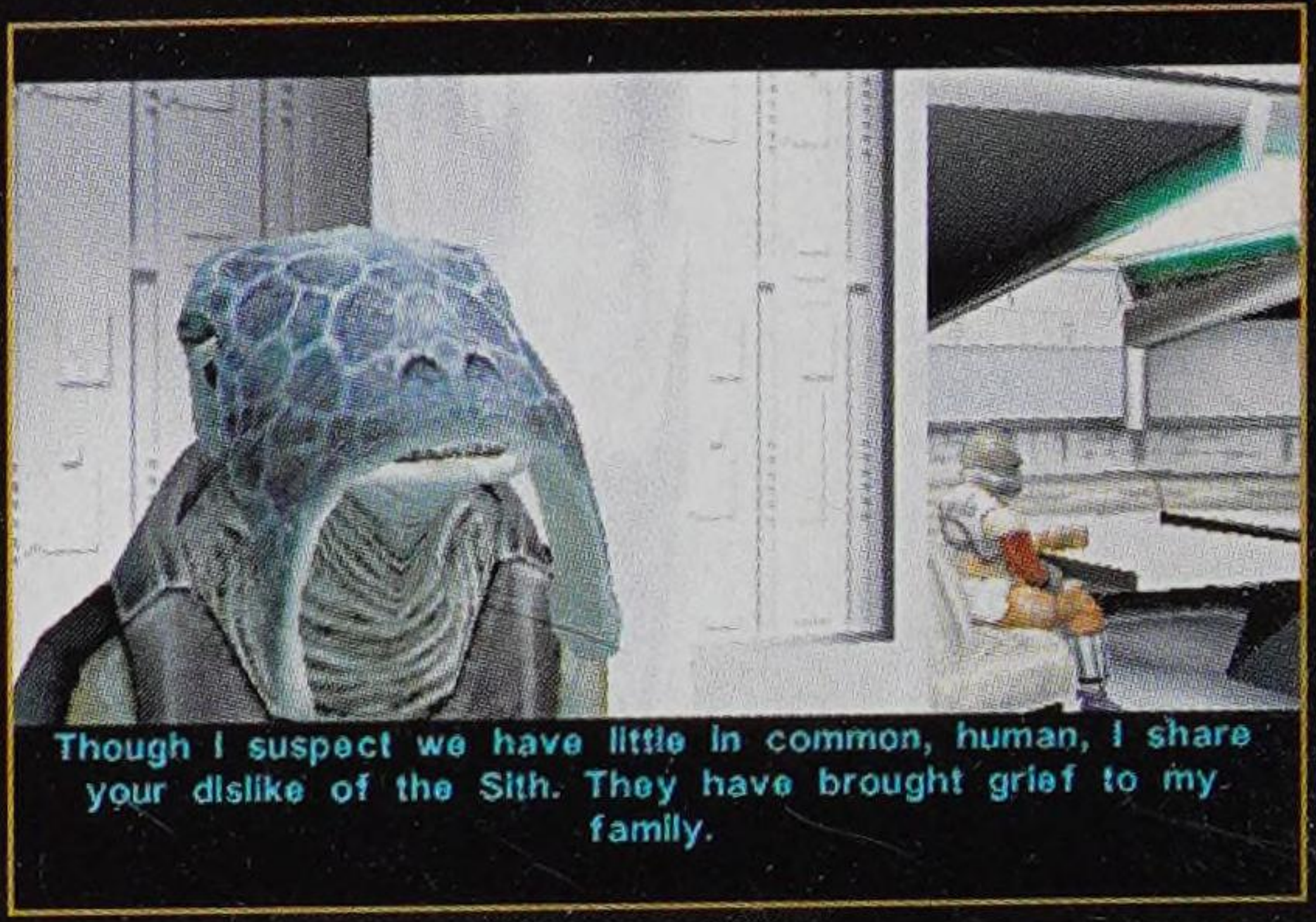
The judges then decide Sunry's fate. Once Sunry is set free, the sidequest is complete. If Sunry is jailed, then the sidequest is failed, but still completed. Remember to try for a "completely innocent" verdict to lessen the item costs throughout Manaan.

Sordid Sunry? What Really Happened?

CAUTION – You may wish to skip this section, as it reveals the real facts behind the murder and may cause you to come to a judgment that causes this sidequest to end in failure, or for you to uncover the real truth!

Sunry was having an affair with Elassa. He learned she was only using him to obtain Republic secrets for the Sith, so he took her life during a rendezvous at the visitor's hotel. Unfortunately for Sunry, he was caught on security camera killing Elassa. The camera was recovered by the Republic, and the footage is in the Republic Embassy on the same computer used to decode the Sith passcard (you can view the footage only after starting the quest). You can confront Sunry about it, and if you agree to get Sunry acquitted even after viewing the footage, you'll move further toward the dark side. Finally, the footage is admissible in court if the player wishes to see Sunry convicted and executed.

Quest 2: Missing Selkath

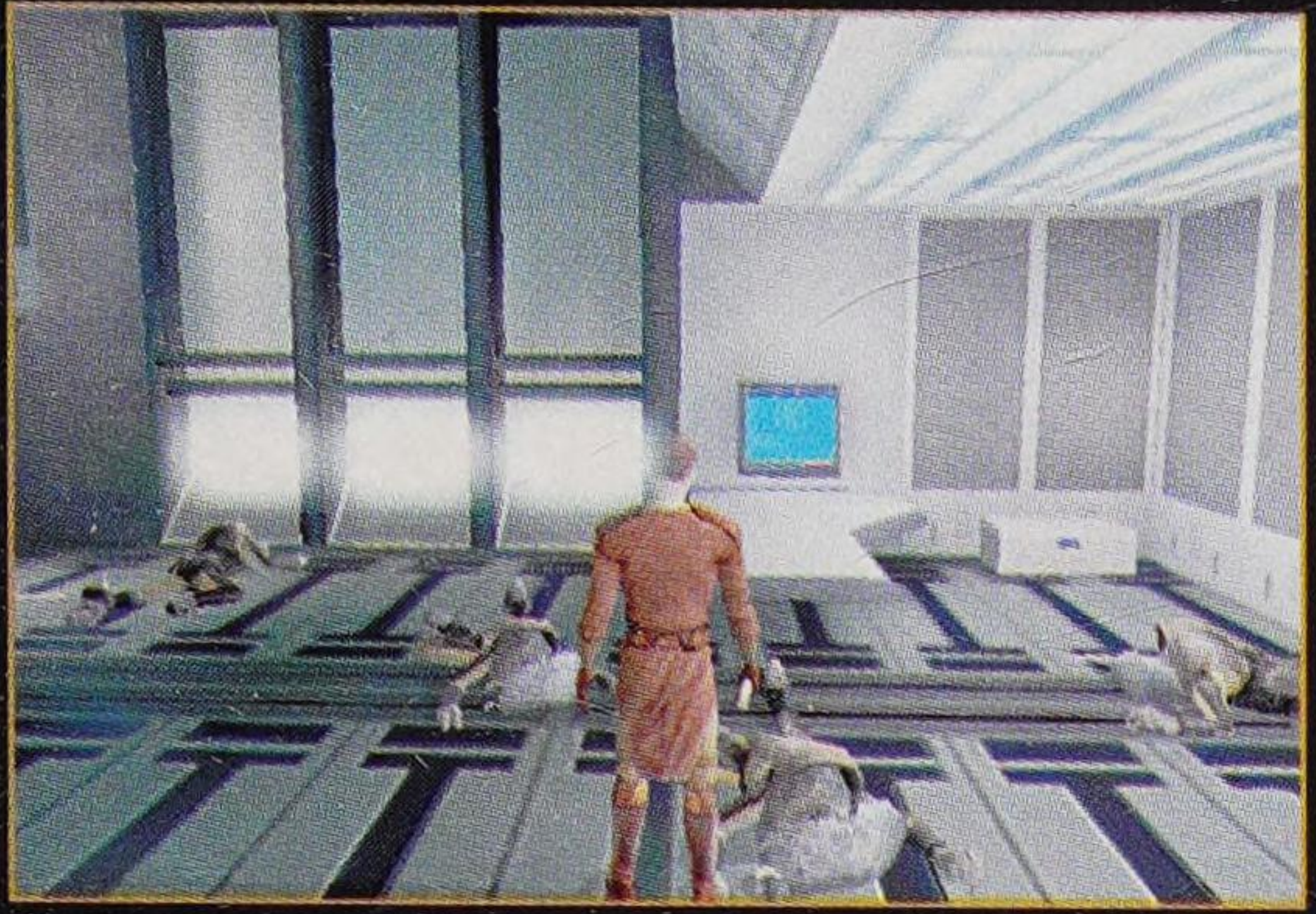


Though I suspect we have little in common, human, I share your dislike of the Sith. They have brought grief to my family.

At any time before you enter the Sith base (you must be sent here by Republic Embassador Roland Wann), visit the Mercenary Enclave in the northern part of Ahto West, and seek out some conversation with different groups of the galaxy's roughest characters. In a quiet corner of the bar is a Selkath named Shaelas (Waypoint 2A), who beckons you over to request your help. An adventurer such as yourself, with the power of the Force to aid you, should be able to solve the mysterious disappearances of a number of young Selkaths. Asking around eventually leads you to the Sith Base. Approach this area during your main quest outing.

A Dark Jedi Selkath Padawan attacks.

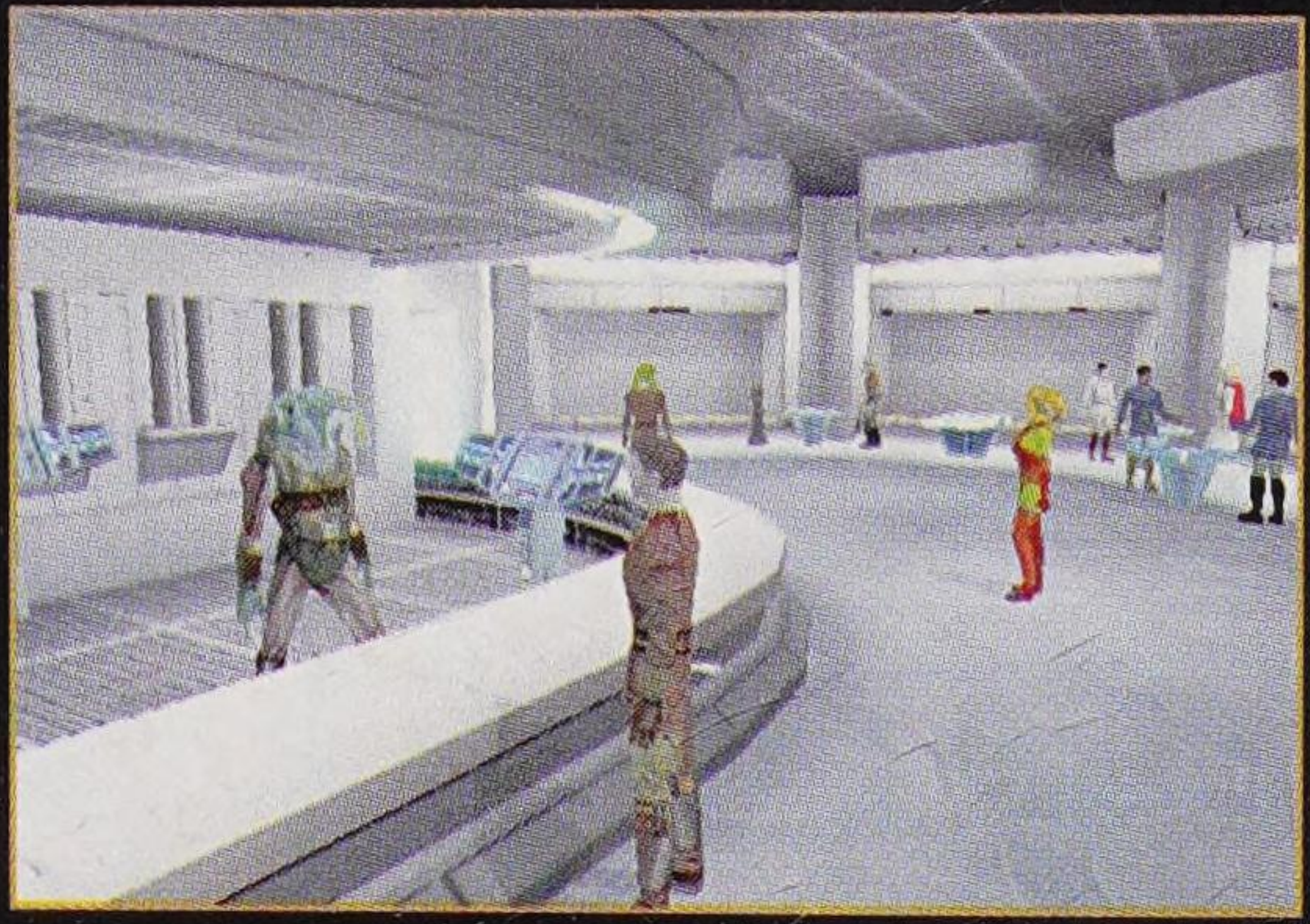
Once you've entered the Sith Base, proceed to the water pump chambers (Waypoint 2B), and solve the puzzle (detailed in the main quest) so you appear on the other side of the six water tanks. From here, head to the quartet of rooms (Waypoint 2C) and step through into the first one (the entrance to the training center). Make your presence felt here by destroying the enemies in your path. If you strike down Shasa and her Selkath roommates, however, you'll turn further to the dark side. Provide evidence of Sith betrayal to stay on the light side.



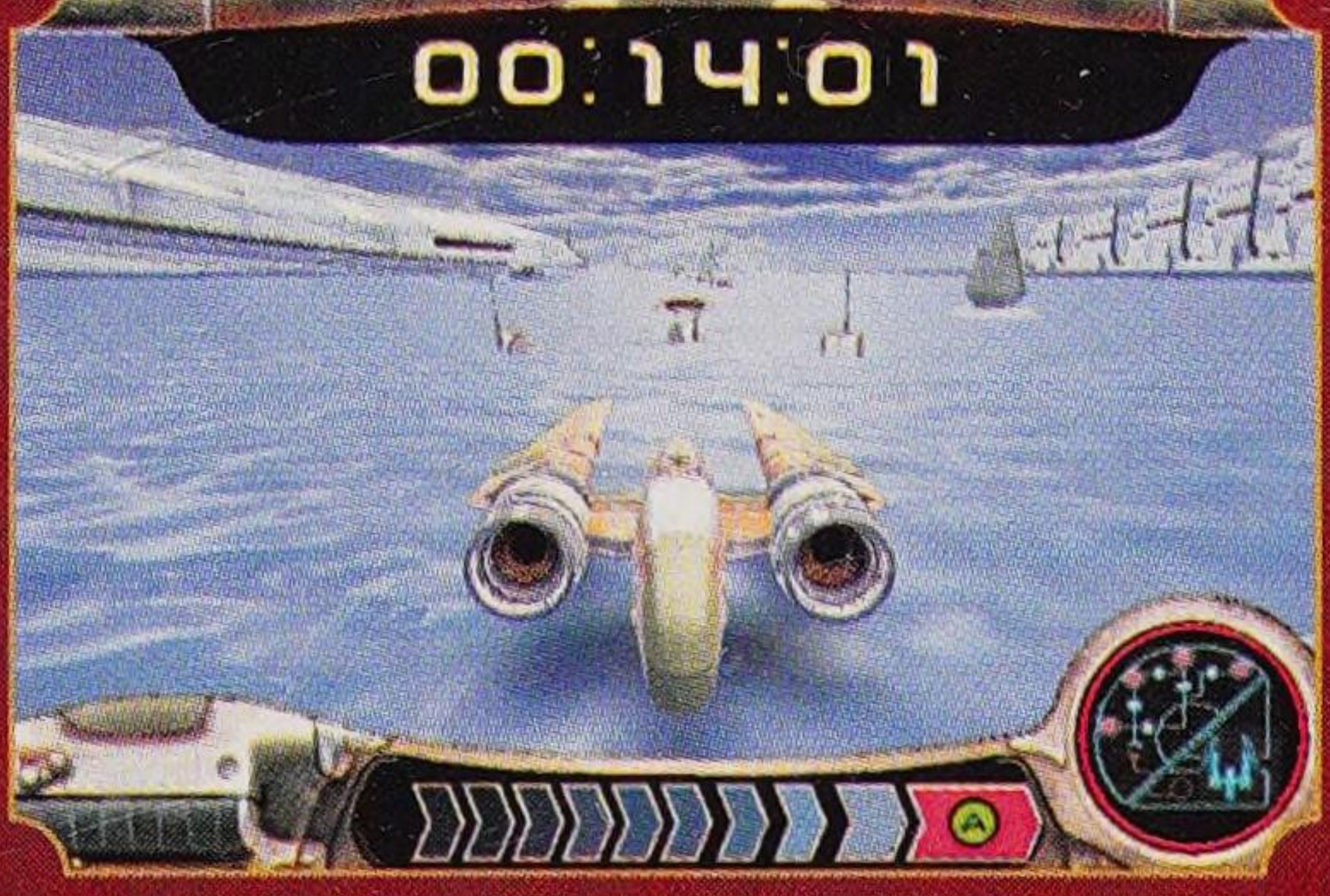
Approach and search the other three rooms in the appropriate order—open and enter the droid practice room (Waypoint 2D) at your leisure, and deal with the Dark Jedi and Selkath Padawans inside. When this area has been secured, move into the Torture Room (Waypoint 2E) where the bodies of discarded Selkaths lie dying. This room is used to punish students who have failed their master. One of the Selkaths gives you a ceremonial pin to prove Sith treachery.

Make sure you have this before you open the final door of note, leading to the sleeping chambers (Waypoint 2F). In here, you can prove to a group of Selkath initiates that the Sith are here to double-cross them, using the pin as proof (or the datapad belonging to the Sith Master). Alternately, they can feel the heat of your lightsaber (dark side). Once the Selkaths are convinced that the Sith are as evil as you're portraying them to be, you can continue with your main quest. After being put on trial for the disturbance inside the base (main quest), you can return to Shaelas back at the Mercenary enclave, report on your findings, and claim the credit reward.

Quest 3: Manaan Swoop Races



Should you be feeling the need to get back into a highly dangerous collection of nuts, bolts, shielding metal, and gigantic engines, and compete in a trio of swoop racing events, head to Ahto East as soon as possible (ideally before you enter the undersea Hrakert Station). Look for the swoop registration building (Waypoint 3A), and talk to either of the Selkaths behind the counter.

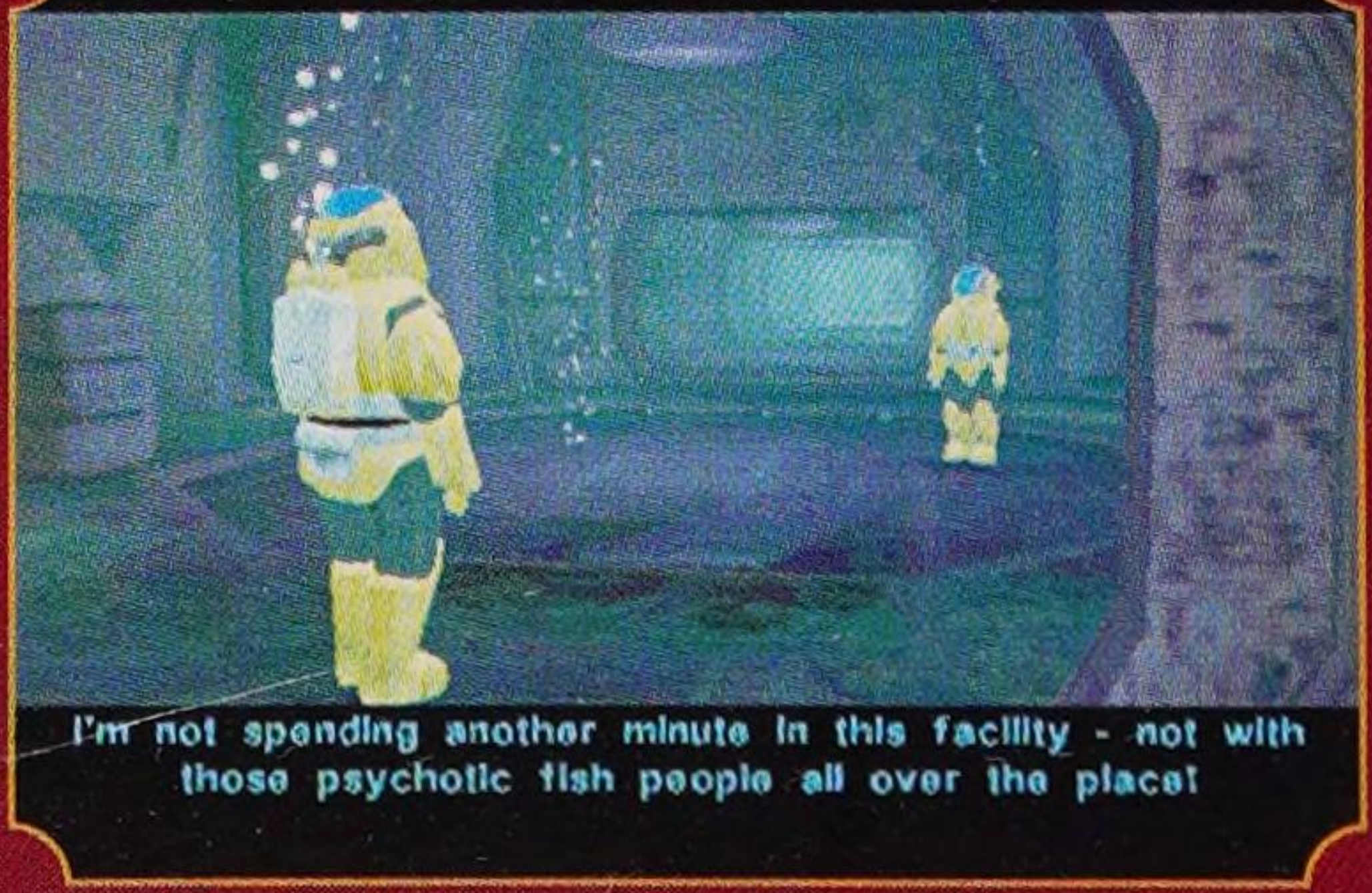


Swoop racing across the Manaan seas

The registration chamber is full of adoring groupies (who ignore you until you accomplish the best times in the races, and then swoon over you). The usual swoop racers are Cassandra Mateil, an Aqualish named Qweedle, and Hakta Jax the Gamorrean. Beat their times one at a time. Practice the course for 20 credits, enter for 100, and achieve 300, 600, or 800 credits depending on the time limit. Note that the way you treat Qweedle in conversation influences your path to the dark or light. Once you've beaten the champion, you can chalk up another stellar performance in your illustrious swoop racing career, and complete this quest.

Quest 4: Republic Hiring Mercenaries

Much like the sidequest involving the search for the whereabouts of the Selkath youth (Quest 2), the start of this quest also takes place in the Ahto West Mercenary enclave (Waypoint 4A). Along with the throng of ne'er-do-wells, Pazaak players, and other undesirables is a Selkath called Nilko Bwaas. He is understandably puzzled over the Republic's recent hiring frenzy—there's been an influx of mercenaries arriving on the planet, and many of them have taken secretive jobs with the Republic. Now, some of the mercenaries haven't been seen for a while, and Nilko Bwaas offers up a credit reward if you'll find out why the Republic needs these recruits.



I'm not spending another minute in this facility - not with those psychotic fish people all over the place!

A half-mad remnant of the mercenary force.

Continue with your progress through the main quest series of events until you reach the entrance to the underwater Hrakert Station. In the entrance, just after disembarking from your submarine, you run into the remnants of the Republic's last mercenary expedition; a Twi'lek in a state of hysterical shock. He gabbles that the Selkaths have been driven insane, and those mercenaries who haven't been slaughtered have met their deaths in the underwater nightmare of Hrakert Rift (a collapsed portion of the station) where firaxas (gigantic sharklike beasts) have finished off the remaining forces. Report this information back to Nilko before you complete your main quest.

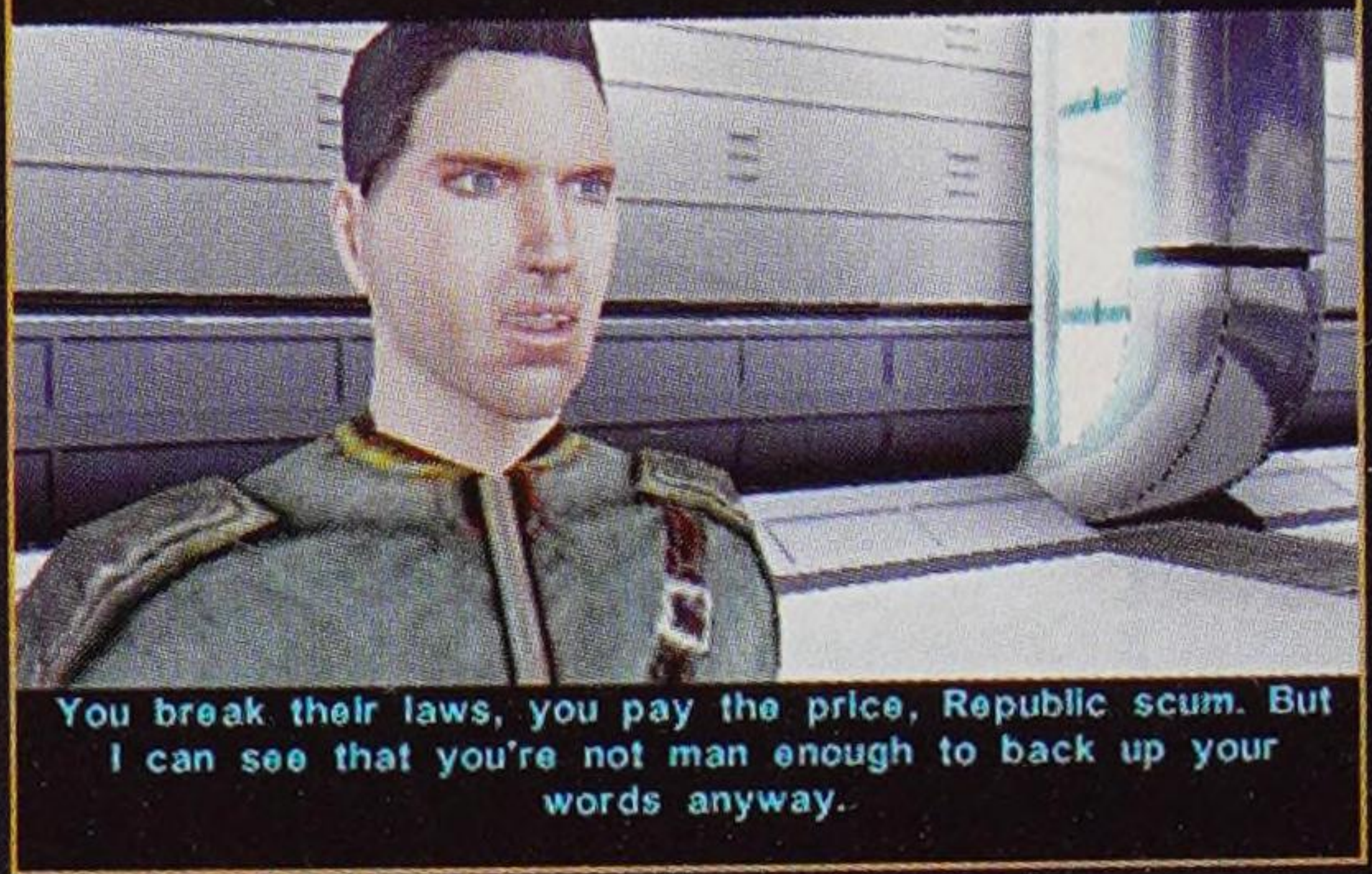
Main Quest Path

The two remaining quests are both required for the completion of your investigation on Manaan, although you may return to the *Ebon Hawk* and leave at any time. The reward for finishing the tasks outlined below is the ability to download another star map to your datapad and add it to your ship's trajectory computer. The quests are placed together in a continuous "Critical Path." When each main quest is complete, it is noted in the walkthrough. Below are quick notes on how to complete each remaining main quest portion:

Mission for the Republic (Main Quest)
- ~ Gain entry to Sith stronghold to retrieve droid data, uncover why Republic has lost contact with undersea station, return to debrief Republic diplomat.

Star map: Manaan (Main Quest)
- ~ Locate undersea grotto where star map rests.

Action 1: Planet Politics



You break their laws, you pay the price, Republic scum. But I can see that you're not man enough to back up your words anyway.

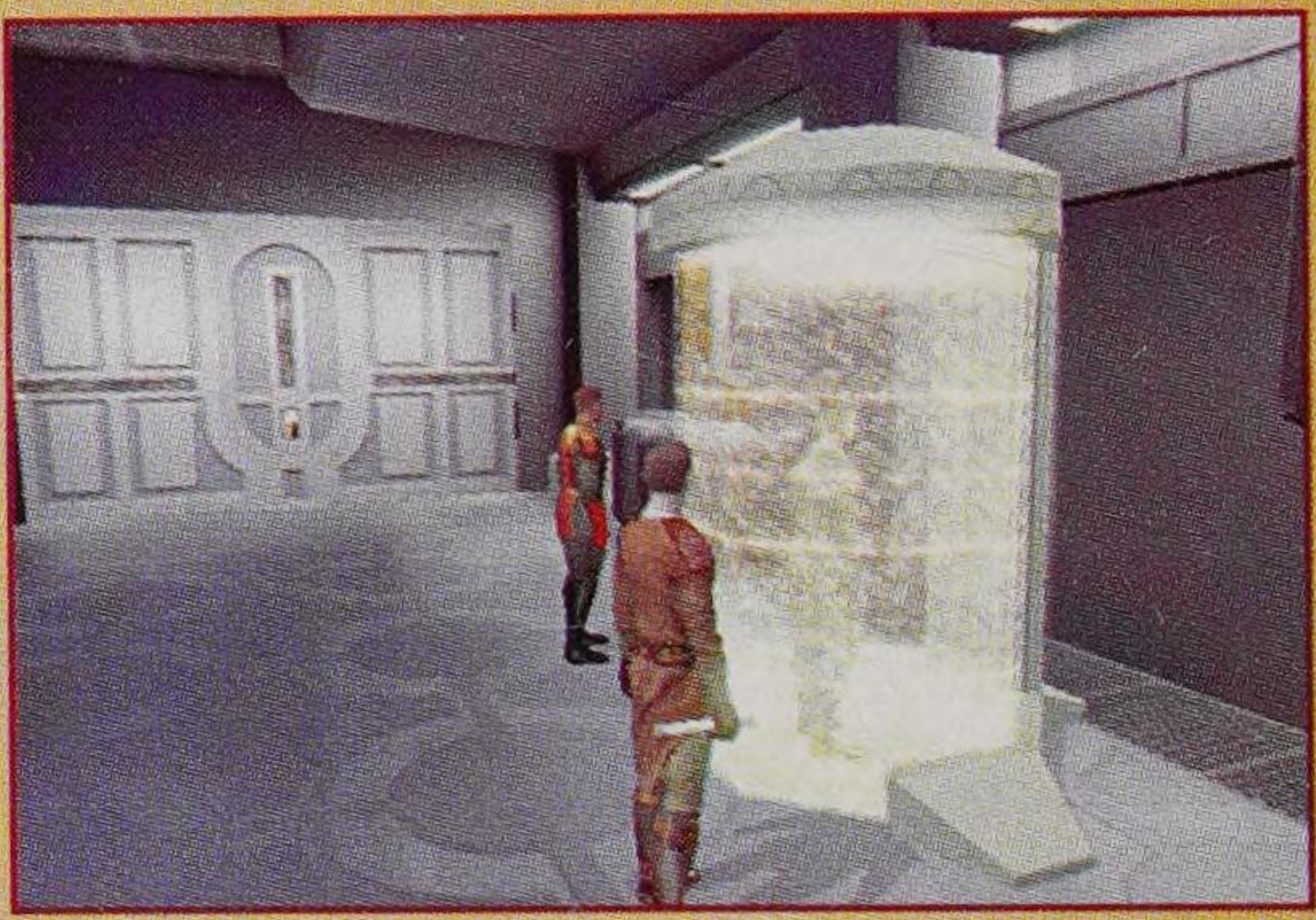
As soon as you disembark from the *Ebon Hawk*, and roam the docking bay area, you stumble upon an argument between a Sith and Republic soldier (Waypoint A). The neutrality agreement on this planet prevents hostilities from escalating to actual violence instead of verbalized threats, and you also discover more about this uneasy truce and the reason for it (kolto, a fluid generated from the ocean that has potent healing properties that interest both parties). The Republic soldier suggests you contact the chief Republic diplomat, Roland Wann. Pay your mooring fees, then move into the Republic base (Waypoint B) inside Ahto City's east central sector.

Action 2: Meeting the Diplomat

To continue your main quest, you must meet with Roland Wann and agree to his proposal. He mentions that he might know something about the star map, but won't divulge any details until you complete a small task for him. The task is to infiltrate the nearby Sith base and retrieve an important data recording from a captured Republic droid. The data shows a variety of sensitive information and must be removed from the droid before it can be viewed by the Sith. The only problem is that the Sith base is extremely well guarded, and you must form a plan to enter the facility.

Roland tells you that Republic spies have been investigating three different methods of obtaining a pass card to use in the Sith base infiltration. These are by interrogation, forgery, or brute force. You are free to choose any of the three methods, or attempt one, fail it, and try another until you receive the pass card with the Sith identification number on it. When you have secured the pass card, return to Roland and talk with him again. Below are notes on attempting all of the three plans, although you need to succeed at only one.

INTERROGATION



The first option requires the cunning use of intelligent questioning and threats. Move into the Republic base and locate the prisoner and the Republic spy (Waypoint C). The spy explains that the prisoner has been trained to resist all forms of "physical" coercion as well as blatant uses of the Force. Whenever he is pushed too hard, his mind shuts down. Interrogating him begins with an injection of truth serum. The spy lets you know that the Sith prisoner is married to a woman named Tela and was seen with a second Sith soldier (who escaped). Below are the methods in calculating how to succeed in the questioning:

INTERROGATION CONTINUED

All of your attempts at coercion are "persuasion" techniques and lead to failure or success. Success leads the prisoner into mumbling something at you with a little more compliance, but not the pass code. Failure leads to a defiant response. Success causes the "threshold level" of the prisoner to rise, as he gets more agitated. This threshold level is measured in points, and your goal is to increase the points to nine. Once this has reached, the Sith babbles everything. If the threshold level is less than nine, keep asking questions. If it goes over nine, you must inject the prisoner with truth serum and begin again.

There are three modes of questioning: talking about cooperation, his spy companion, or his loved ones. The following list shows what each line of questioning does to the prisoner's threshold:

A: Talk about cooperation. Be his friend. Threshold goes up by 1.

Degrade him. Make him feel unimportant and worthless in the eyes of the Sith. He has to work for the Republic. Threshold goes up by 2.

Offer him riches and rewards if he gives the codes. Threshold goes up by 2.

Threaten him with physical violence. Threshold goes up by 2.

B: Talk about his spy companion. Lie about him being captured as well. Set them against each other. Threshold goes up by 2.

Lie about his companion. Tell him his companion will talk before he does. Threshold goes up by 2.

Threaten to kill his companion. Threshold goes up by 2.

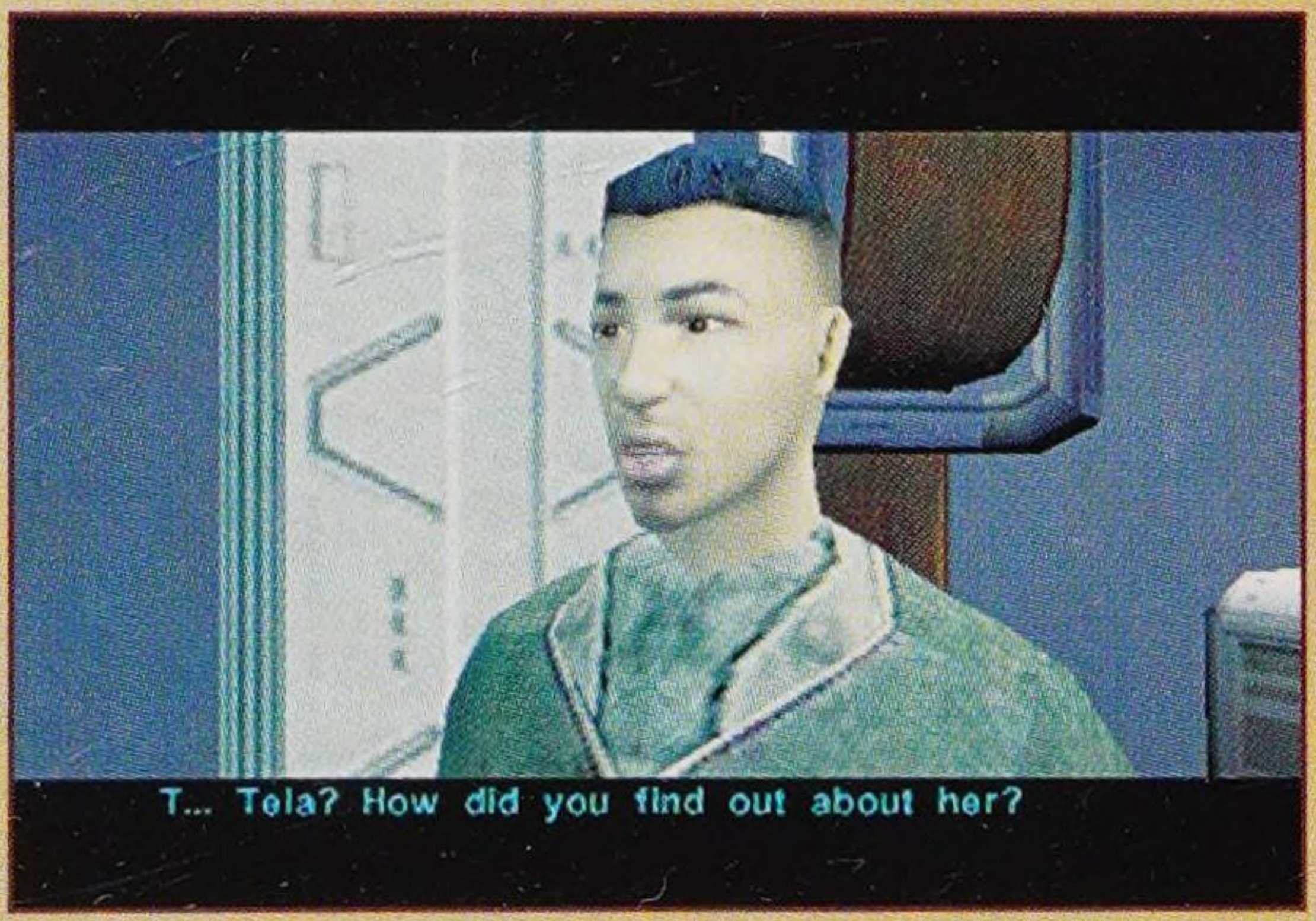
Talk about releasing him to the Sith, but only after making it look like he's betrayed the Sith. After all, you already have his companion. Threshold goes up by 2.

C: Threaten his loved ones. Tell him that his wife will suffer if he doesn't talk. Threshold goes up by 3.

Offer to have him and his loved one given a massive number of credits so that they can live together in the Republic. Threshold goes up by 2.

Threaten the life of his loved one. Threshold goes up by 2.

Lie about his loved one being captured. Threaten to torture her. Threshold goes up by 2.



T... Tela? How did you find out about her?

The prisoner finally snaps.

When the prisoner finally gives up his information, and tells you the pass code is "zeta 245698 alpha", you can imprint this information on a card and move directly to the entrance of the Sith base (Waypoint F).

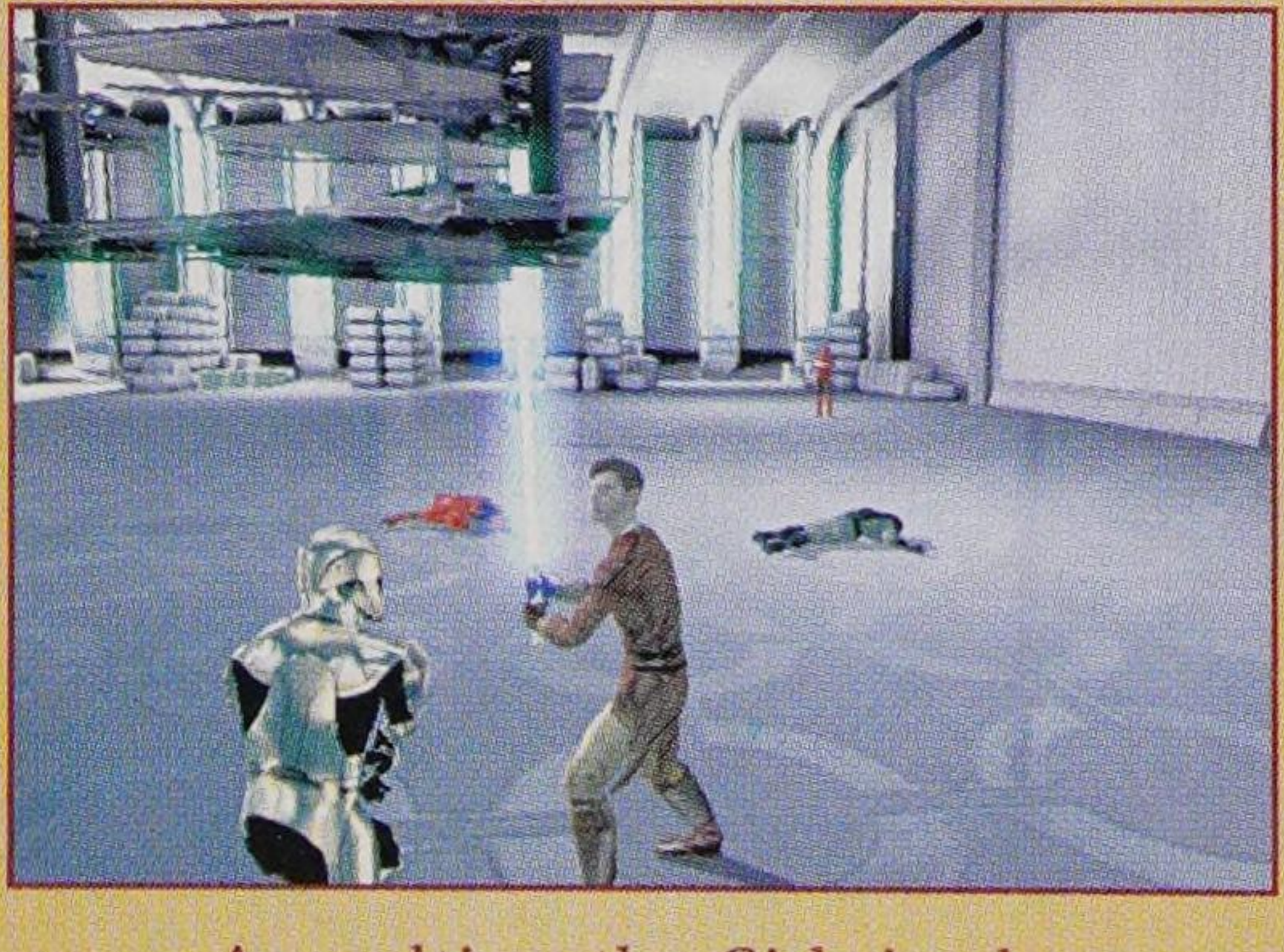
FORGERY

The second option requires a mathematical brain (or you can read the table below). When you finish speaking to Roland, take the key and open the door to the Republic base, and move to the computer room (Waypoint D). A Republic technician greets you, and states he has been working for hours attempting to break the encryption, which seems to be figuring out the final number in a math string. The final number is the hole in the sequence patterns, and you must fill the hole with the correct number. You must calculate the correct number for six strings, and all must be correct for the pass card to be forged. The first four strings are straightforward. The last two are not. All the answers to the strings are shown in the table below. Once you succeed (and you can try for as long as you wish), you can move directly to the Sith base entrance (Waypoint F).

String #	Number Sequence	Correct String Completion
1	1 2 4 7 11 16 ?	22
2	21 18 16 15 15 16 ?	18
3	1 2 4 8 16 32 ?	64
4	128 64 32 16 8 4 ?	2
5	1 32 81 64 25 ?	6
6	1 0 . 8 3 . 32 5 . 128 ?	7

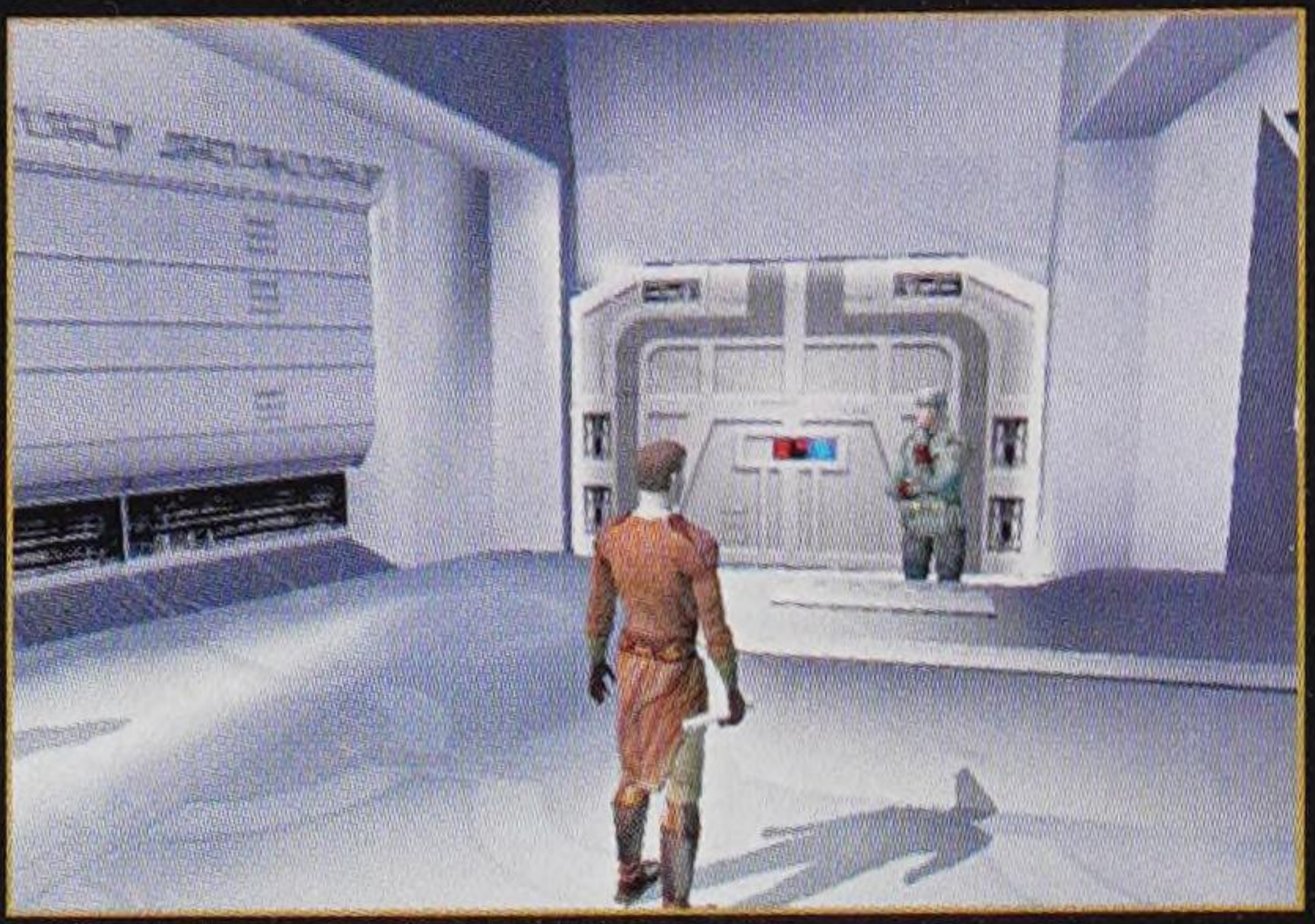
BRUTE FORCE

The final of the three options involves the least cranial straining and the most combat—it also allows you to enter the base via a secondary doorway instead of moving through the front door and into combat. Take the key Roland gave you, and move to the private hangar in the docking bay (Waypoint E). Open the first door, move to the second, wait for the bay's cameras to switch off (allowing uninterrupted combat), and open the door. Heavy Sith troops and a Dark Jedi are guarding a Sith transport. Wipe them out (all of them), and then move to the ramp of the transport. It automatically flies you into the Sith base, dropping you inside, at the secondary entrance (Waypoint G). Begin the base assault now!



Assaulting the Sith in the private hangar.

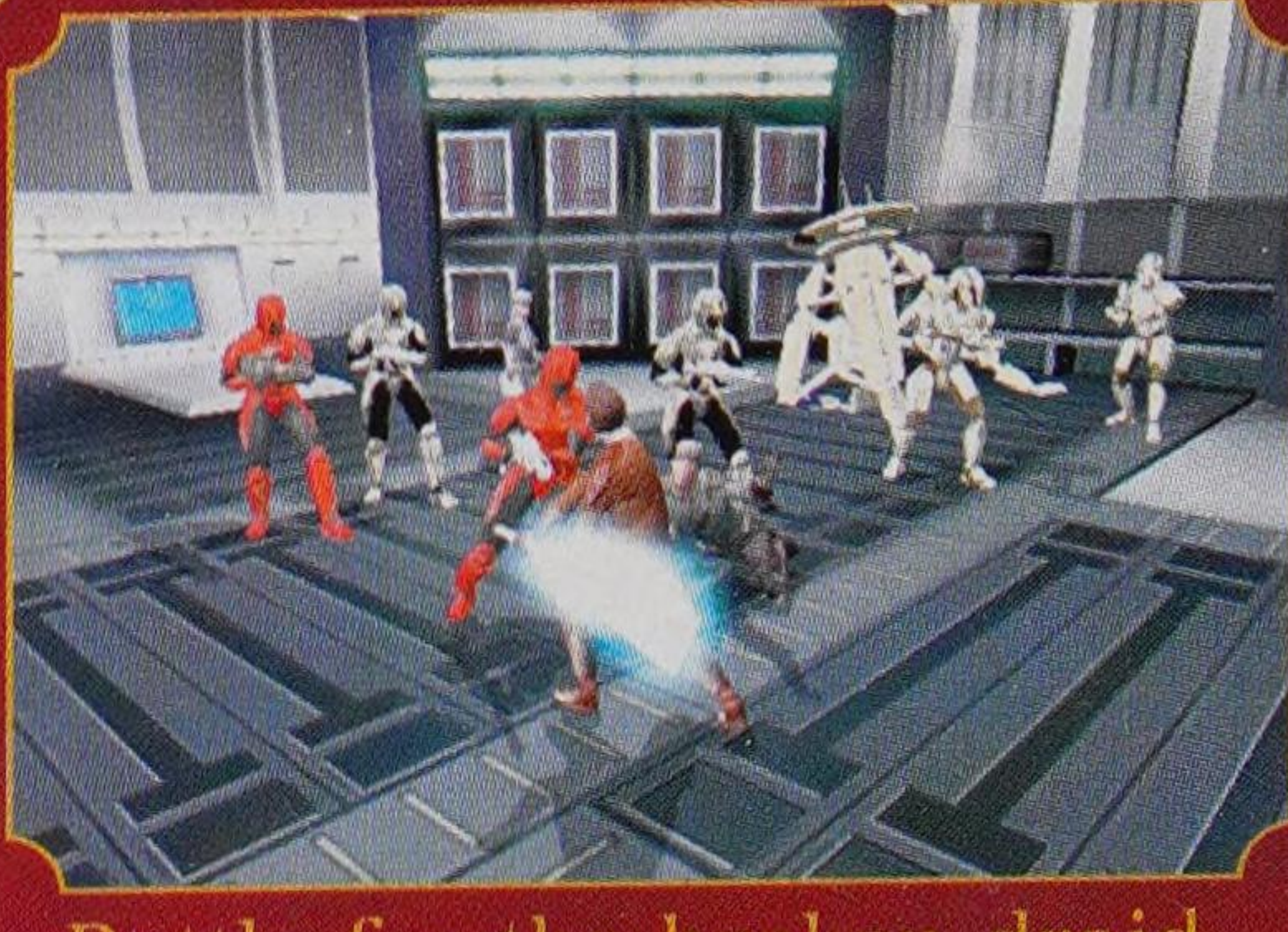
Action 3: Sith Base Assault



If you forged or interrogated, you begin your Sith base exploration at the front desk inside the base, after being let in from Ahto City. If you flew in on the transport ship, you begin in the secondary entrance. Either way, enter the base and move to the security checkpoint (Waypoint H) to fully announce your presence. This alerts the clerk, who summons diplomat Graff and his war droid bodyguards. Attack!

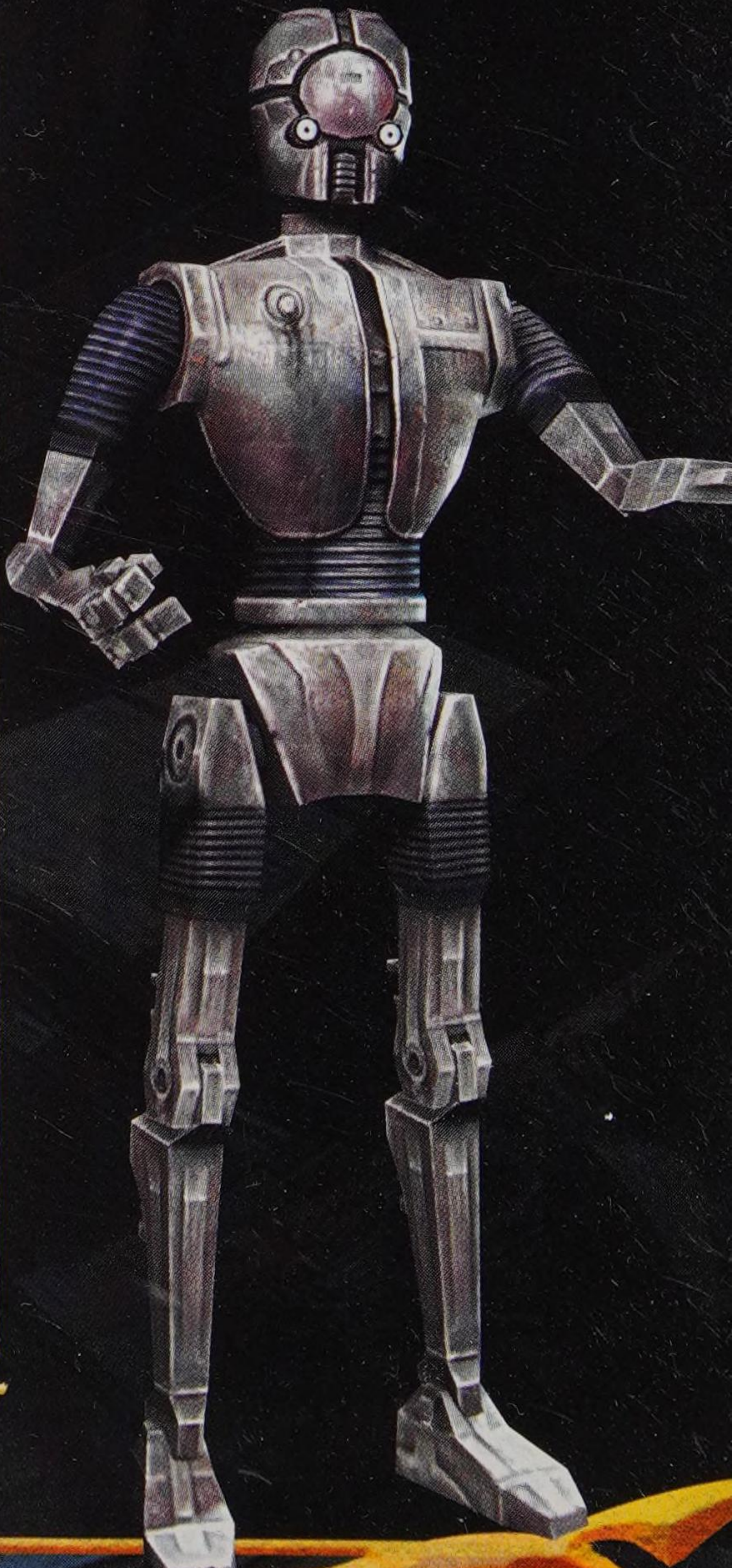
Diplomat Graff goes down.

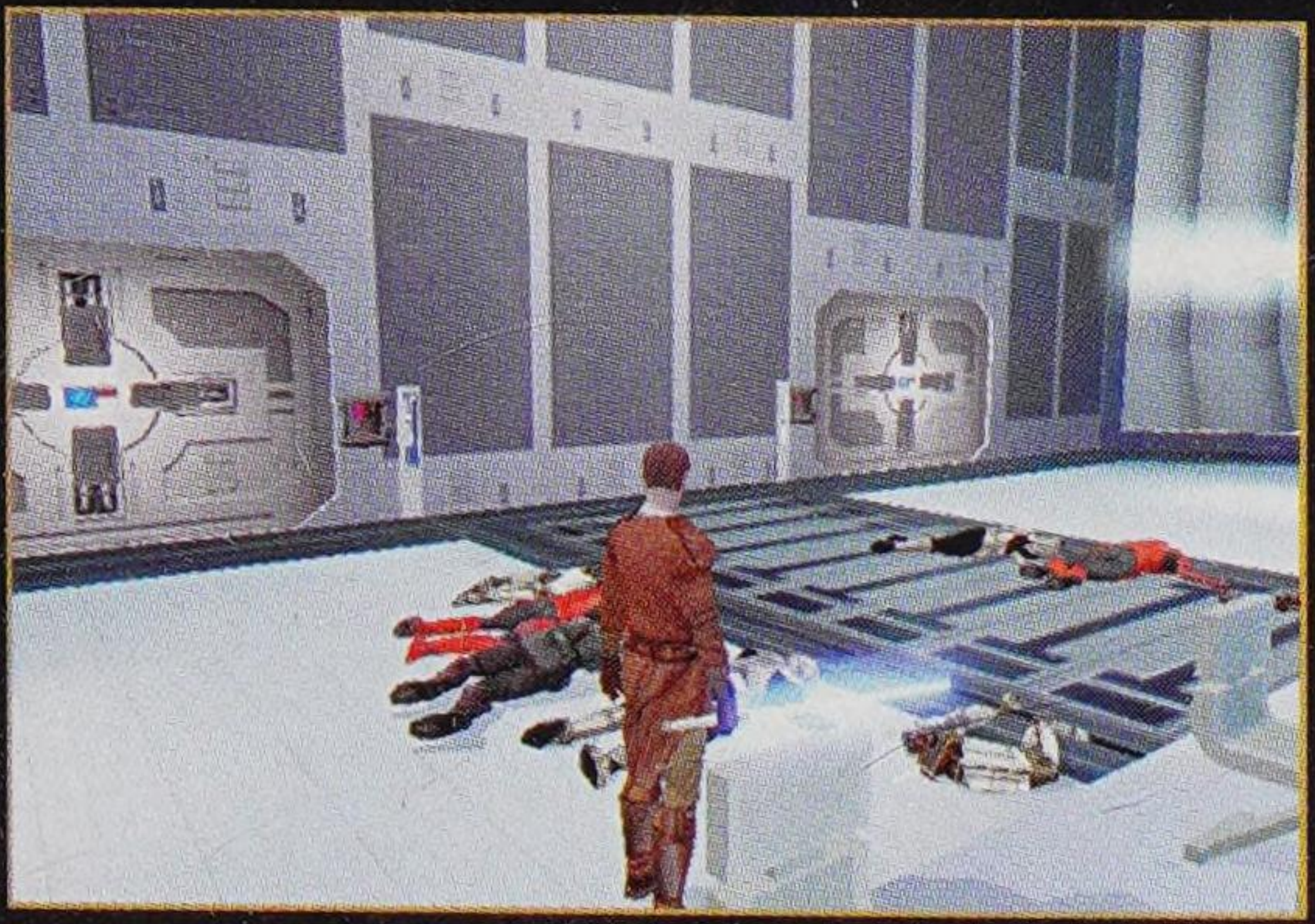
With the Sith security outpost in your jurisdiction, begin your base assault and work your way north from the checkpoint. At the first junction, take the door to the west (Waypoint I), and head to the barracks and the disassembly room. Open the door to the barracks, destroy all the Sith inside this area, and collect the items they leave behind. This stops them from entering the disassembly room—your preferred location.



Battle for the broken droid.

Head into the connecting corridor, repair the droid, and then storm the disassembly room (Waypoint J) where a Sith lieutenant, a command group of Sith soldiers, and two war droids are guarding the Republic droid you were sent to find! Make this combat short and brutal. After the battle, search the footlocker for computer and decryption interface panels, and purloin the data module from the broken droid. This is the item Diplomat Roland so desperately needs retrieved. Once you have this main quest item, investigate the remainder of the base.

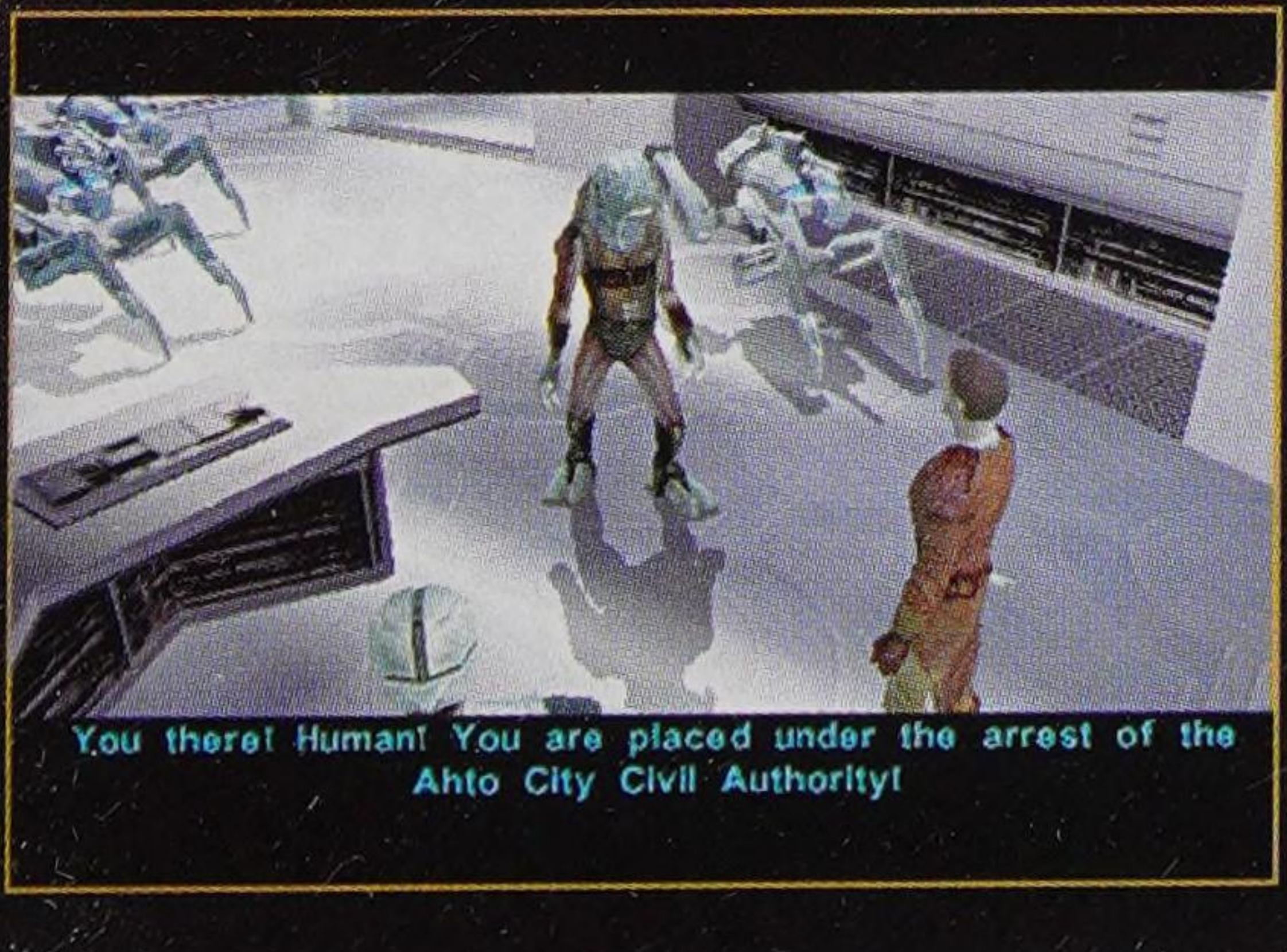




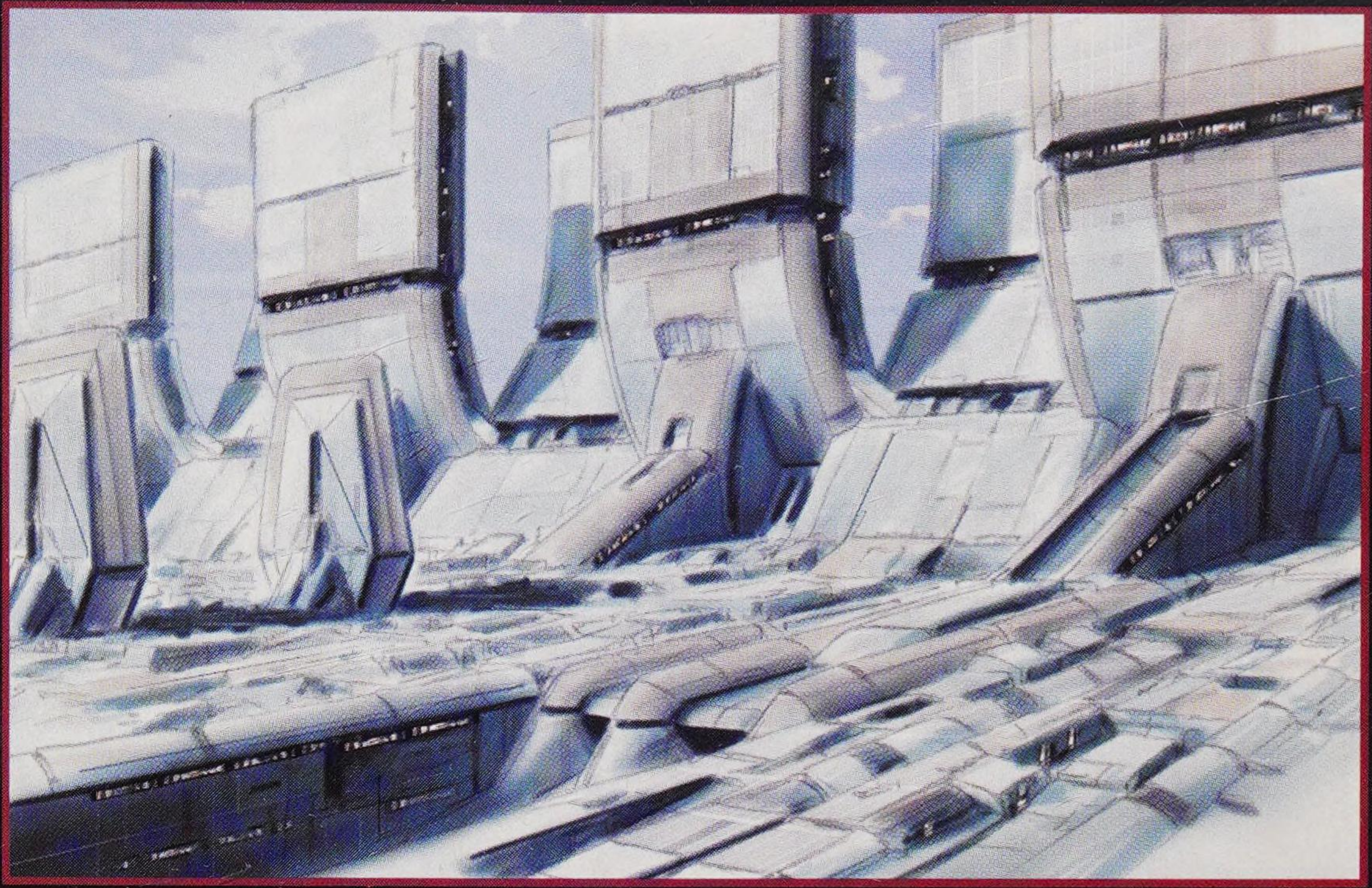
Move to the water flow control room (Waypoint K), and defeat the assembled troops in this large chamber. Then move to the two water doors, and begin the process of laboriously draining the water from the adjacent rooms in the following order:

Left room #1, flow
Left room #2
Right room #1, flow
Right room #2, flow
Left room #1
Left room #2, flow
Left room #3
Left room #4
And out

From here, slash your way through war droids and Sith up to the next chamber, disable the systems at the desk, then continue to the training area where the Selkath young have been taken (see Sidequest 2). Continue through to the training room, and then to the Dark Jedi Master's chamber (Waypoint L). Face this apprentice of Darth Malak in combat, then ransack his smaller chamber overlooking the ocean. Here you find a very helpful datapad. Head back to the west central sector.



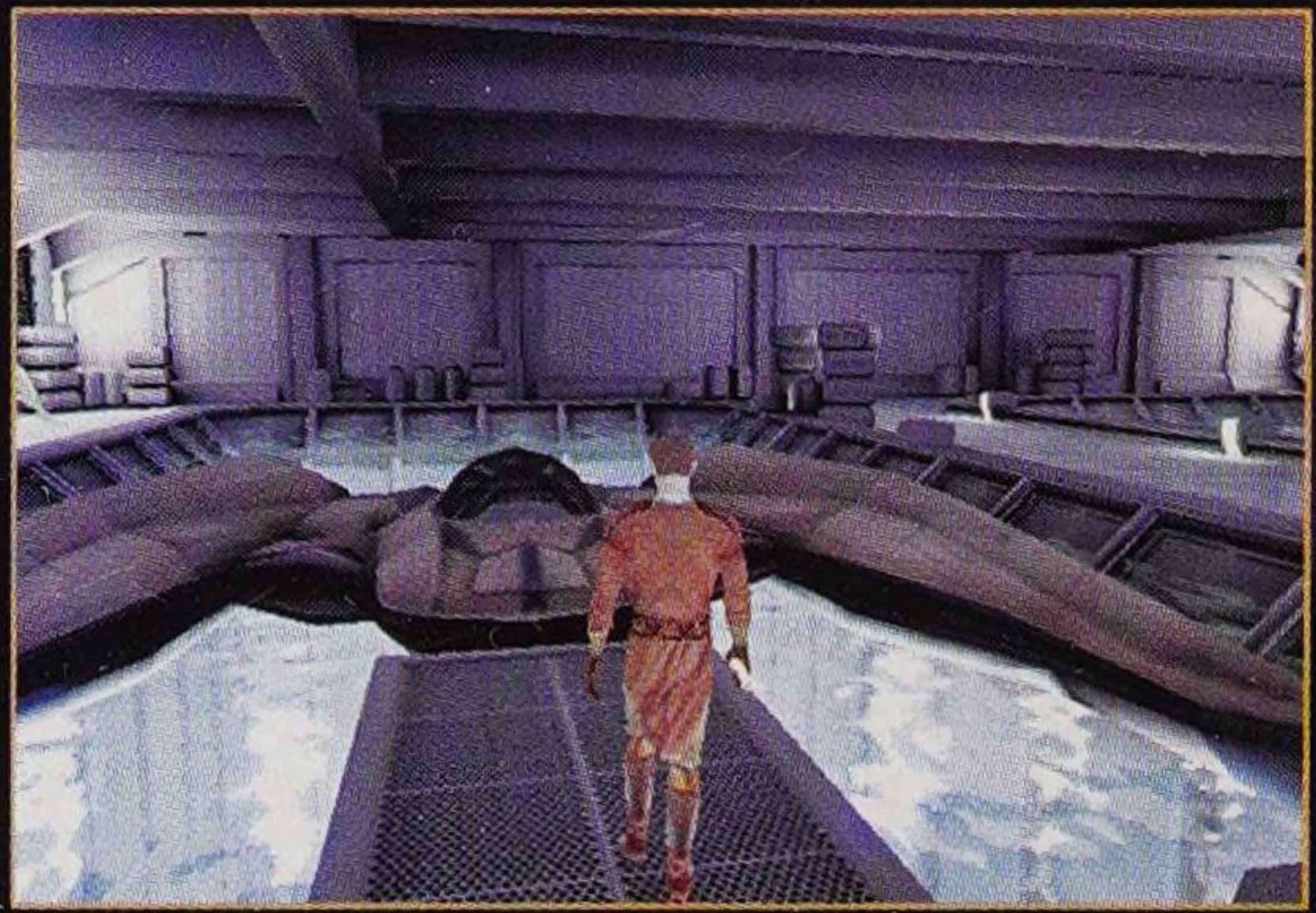
You there! Human! You are placed under the arrest of the Ahto City Civil Authority!



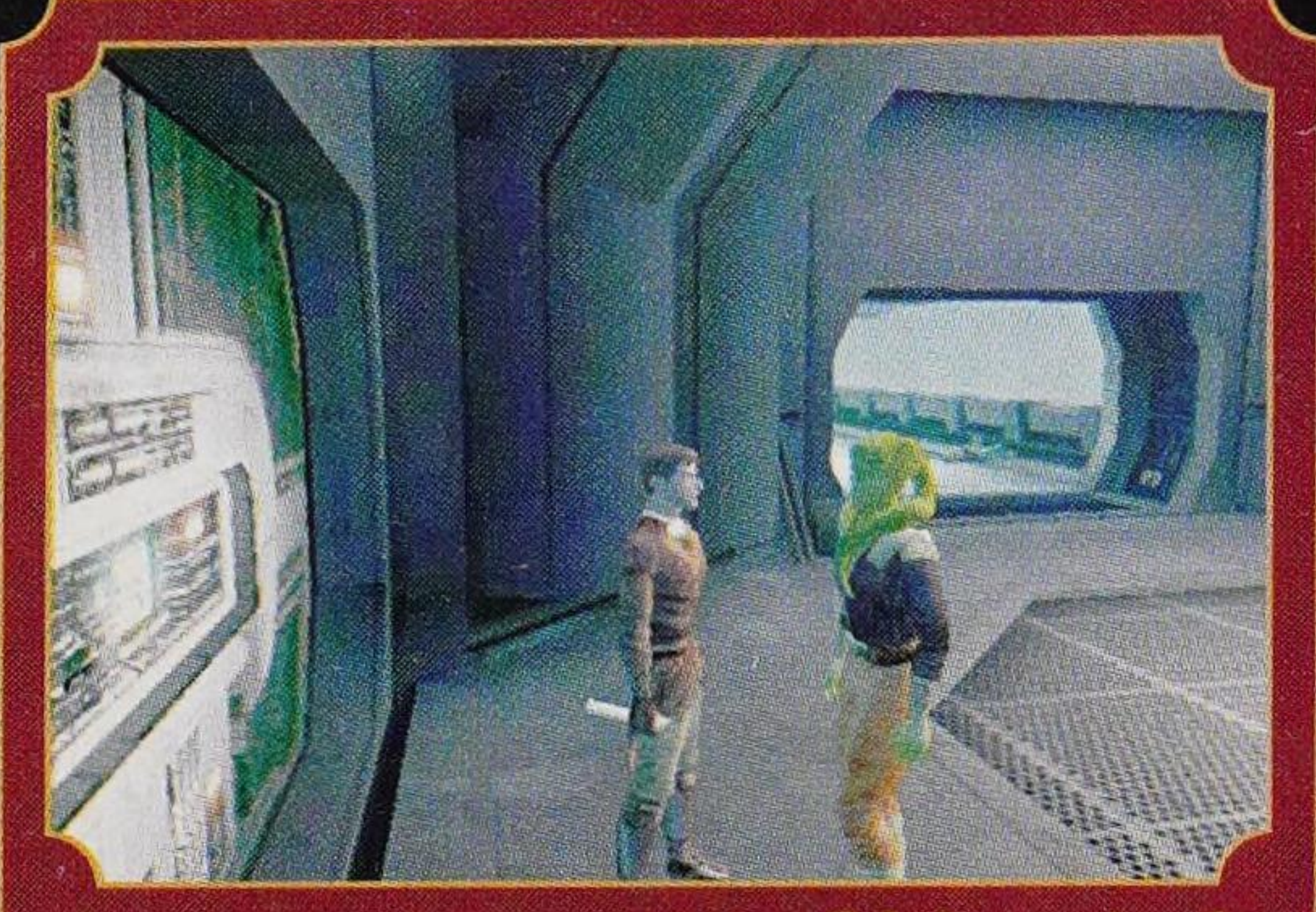
As you exit, a squadron of war droids and Selkath security has surrounded you. You are arrested on suspicion of breaking the neutrality agreement and murdering a large number of Sith. You're brought before the city council with a Selkath arbiter who asks you only a few questions from the holding cell you are placed in. When the trial starts, it is best to interrupt and represent yourself (if you simply let the Selkath argue your case, you'll be found guilty and executed!). Instead, commence your trial (at Waypoint M), and bring to the court's attention the sickening Sith plot to install a dummy government of Sith young.

This immediately gets you off the hook, shocks the elder council, and means that Sith are no longer under protection of Selkath law. If you do not have the datapad, simply tell the court that you were there for a diplomatic meeting and that the Sith double-crossed you. This causes general consternation among the judges, and they return with an innocent decision.

Action 4: Horror Beneath the Waves



It is now time to return to the Republic base, and bring back the data Roland requested that you extracted from the droid in the Sith base. Wann is most pleased with your abilities and asks whether you would complete a top-secret mission for the Republic. Contact has been lost with the undersea Hrakert Station, where kolto is harvested, and scientists are currently engaged in top-secret activity. Agree to this plan, enter the restricted area of the Republic base (Waypoint N), and take the submersible down to the docking bay of the station (Waypoint O).



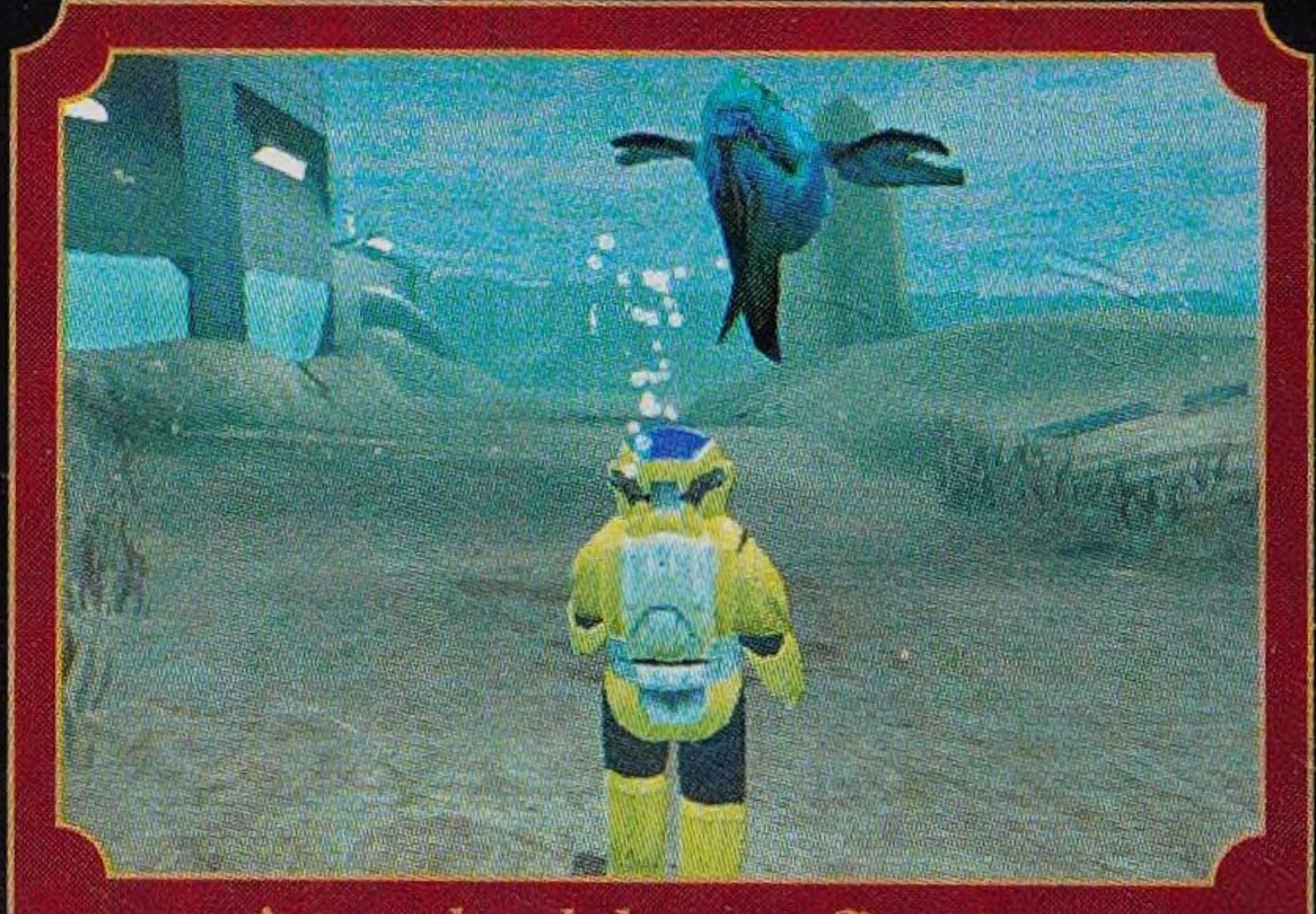
A mercenary out of his mind.

Armed with what the mercenary tells you, prepare for Selkath incursions and a frenzied romp through the base itself. Get too offensive when talking to the mercenary, and you must fight him (dark side). Now proceed into the base, fighting Selkaths, dodging turrets and destroying them, and taking out any wayward droids in the vicinity. Pay special attention to the room containing the multitude of Selkaths (Waypoint P); you must move in here and engage these fishy maniacs to search a footlocker at the far end of the room. Inside is a vital sonic emitter.

Move though the connecting rooms until you reach the envirosuit storage room (Waypoint Q). Take the envirosuit, and move directly to the airlock (Waypoint R) on the complex's southwest side (the other two—one in the computer room and the other to the south—are sealed from the other side). When you suit up and move into the water under incredible pressure, you are extremely vulnerable and cannot launch any kind of attack. It is imperative you have the sonic emitter (you'll see it in your lower-left inventory screen).

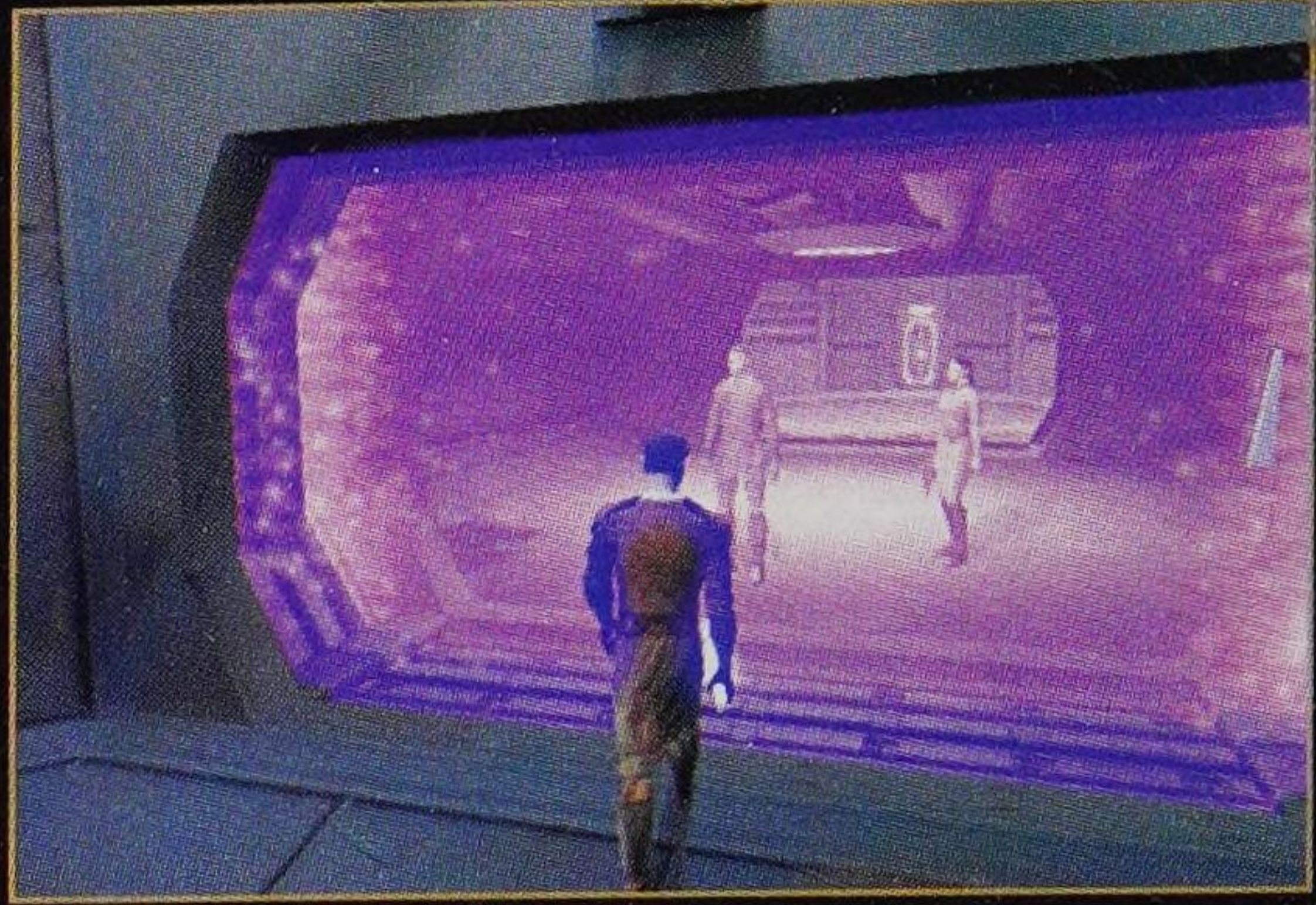
Action 5: Shutting Down the Station

Move slowly through the wrecked and submerged base, until you spot a second figure in an envirosuit (Waypoint S). Approach him and you discover a lone mercenary, the sole survivor of an attack by crazed Selkaths. The survivor has an escape plan by using the kolto harvester to seal off the base. Follow the survivor to the right, or do a little searching ahead of you and come back to this area—the survivor will be waiting.



Attacked by a firaxa.

The survivor is soon picked off by a gigantic shark—the firaxa. Head off to the left (east), and when you contact a firaxa, start your sonic emitter to disorient and finally destroy the creature. Repeat this plan as needed, until you reach an alcove to your left. Trudge to the airlock, and enter the kolto control area (Waypoint T). Alternately, you can continue to a second airlock on the far eastern area of the sea floor (Waypoint U).



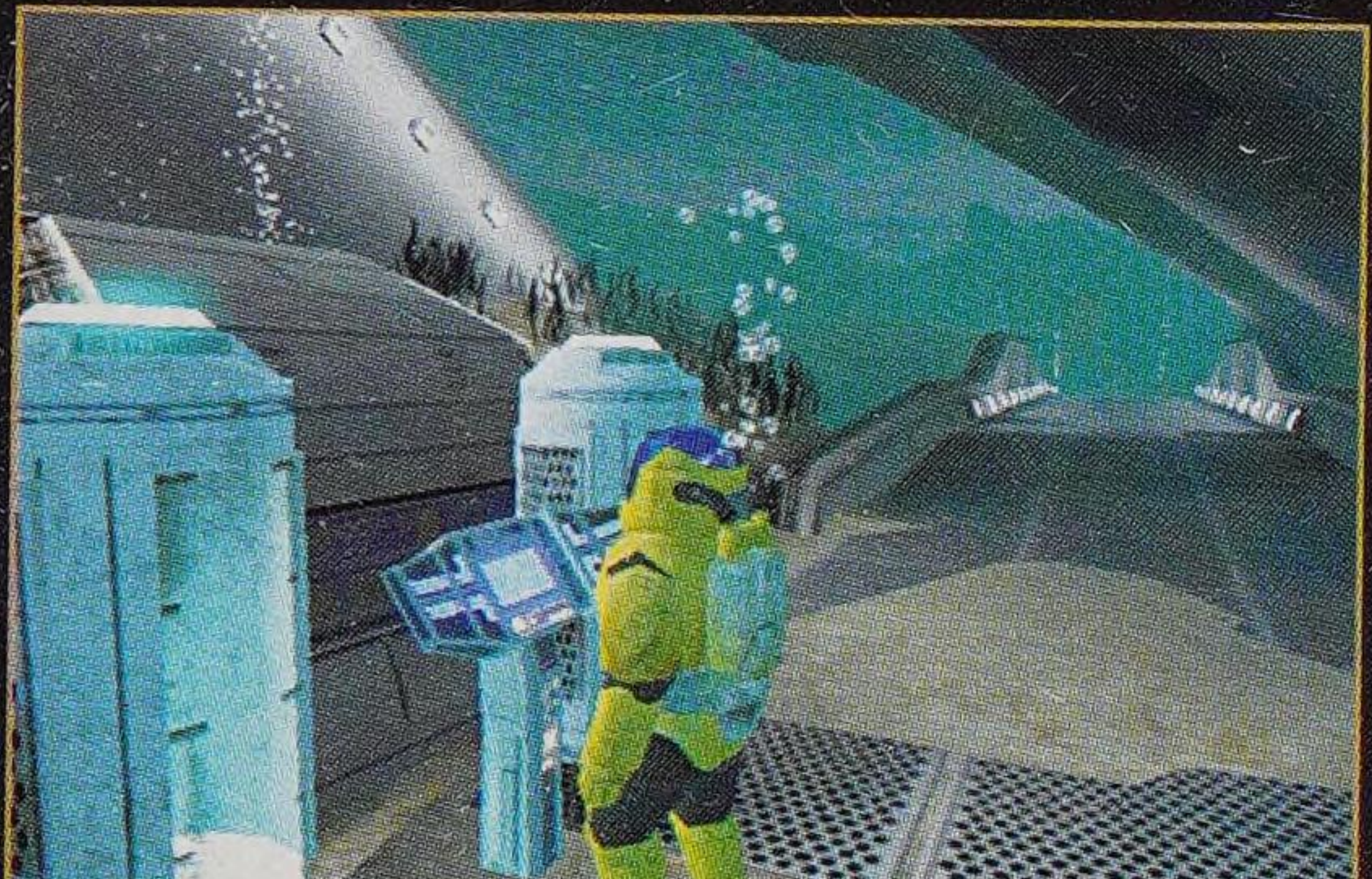
Either airlock allows you into the kolto processing area of the station and to a junction where two frightened scientists have erected a force field to protect themselves from rampaging Selkaths (Waypoint V). They spot you, and when you try to talk to them, they attempt to depressurize your area of the building! You have 60 seconds to save yourself before the pressure crushes you!

With this in mind, there are two ways to prevent the pressure building. The most simple is to talk to the scientists and persuade them you mean them no harm. If this fails, keep trying as you will finally convince them. Or, you can use your computer skill on the terminal in this junction chamber to halt the countdown.

When you finally convince the scientists (Kono Nolan and Sami) you mean them no harm (light side) or threaten them (dark side), they explain what got them so spooked. Workers on the rift woke up a giant firaxa (the indigenous shark and known as the kolto guardian), and this emitted a massive sonar pulse that felt like a screaming inside Sami's head. This continuous pulse must have played havoc on the Selkaths down in the station, which perhaps explains the viciousness of the firaxa and the general insanity.

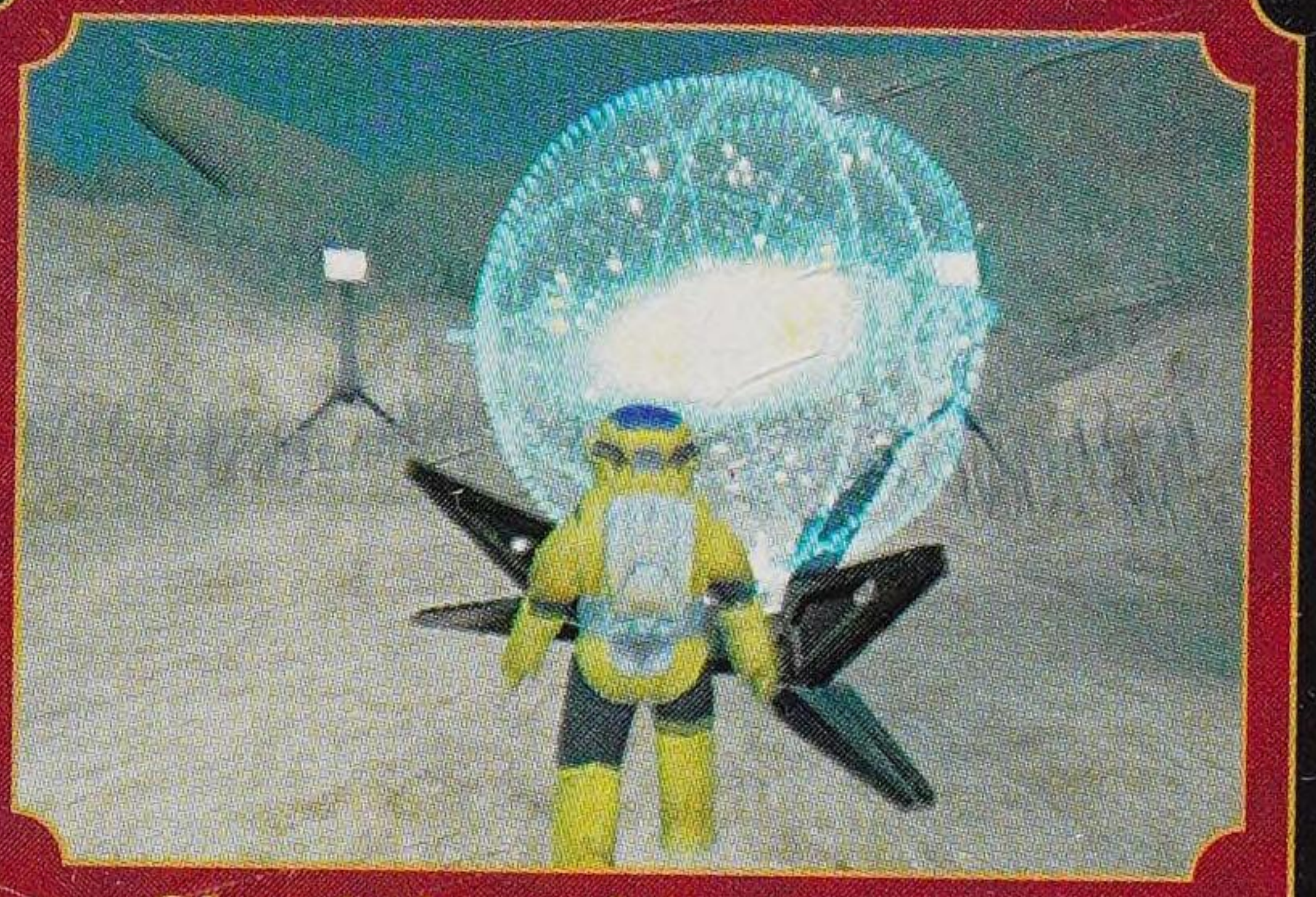
How must this monster be dealt with? Sami suggests that the monstrous shark is continuously bashing a kolto harvester, and she thinks if the harvester is destroyed (by over-pressurizing the self-oxidizing fuel), the firaxa will calm down. Kono offers an easier proposal; he has developed a soluble chemical compound that has proved violently toxic to the firaxa and it will surely poison the gigantic monster. Of course, this terrible poison could wreak untold havoc on the ocean, and perhaps the entire planet itself!

Action 6: The Star Map and Exit



You mission is simple—destroy either the harvester (light side) or the kolto guardian (dark side). Exit this area of the base via the airlock directly behind the two scientists, and enter the rift, moving quickly to the harvester (Waypoint W). Here you can access the control panel, and choose to either mix the fuel tanks or release the toxin. The latter suffocates the kolto guardian immediately. Exploding the harvester takes a little more time and brainpower as you need to create a stronger pressure than the fuel tanks can handle. Below are the mixing instructions for doing just that.

Step #1: Fill injector to max pressure.
Step #2: Transfer gas from injector to container pod.
Step #3: Fill injector to max pressure.
Step #4: Transfer gas from injector to container pod.
Step #5: Empty container pod.
Step #6: Transfer gas from injector to container pod.
Step #7: Fill injector to max pressure.
Step #8: Transfer gas from injector to container pod.



Obtaining the star map.

Sami was right; if you explode the harvester, the kolto guardian calms down dramatically, stops its screeching, and calmly lets you pass, assuming you move onward from the harvester and into the underwater altar area where the next star map is located (Waypoint 14). Once you have the star map, your main quest is almost over. Move directly to the airlock in the Hrakert Rift, back into the station, and head back to the Republic base on the surface.

Here, you'll either explain to Roland Wann that you destroyed his harvester (setting back the war effort against the Sith immeasurably), or that you poisoned the guardian, which has the unforeseen effect of destroying all of the kolto in the ocean, and pretty much polluting the entire planet. Either way, the Republic loses. When you emerge from the Republic base however, you are captured (again) by Selkath security as you were spotted entering the station, and an explosion registered on monitoring equipment soon afterward.

Simply explain the situation to the authorities. If you poisoned the ocean, there's no way around telling them you poisoned their supply, and make sure all the sidequests you wish to complete are finished before you activate the poison, as you are immediately expelled from the planet. If you calmed the kolto guardian, inform the Selkath court—they not only allow you to stay as long as you need to, but are grateful for your honesty, environmental consideration, and bravery. When Manaan has entertained you enough, head back to the docking bay, and plot a course to your next planet.

Korriban

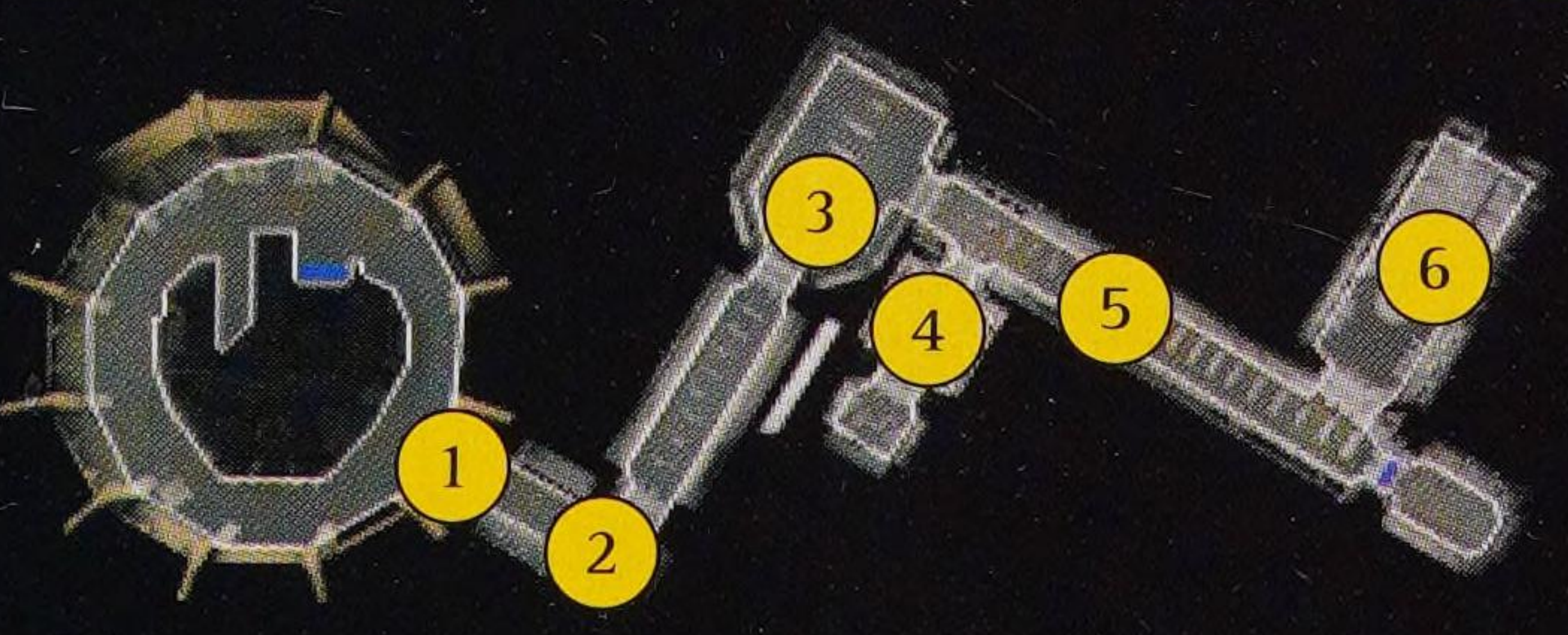
Mission Overview

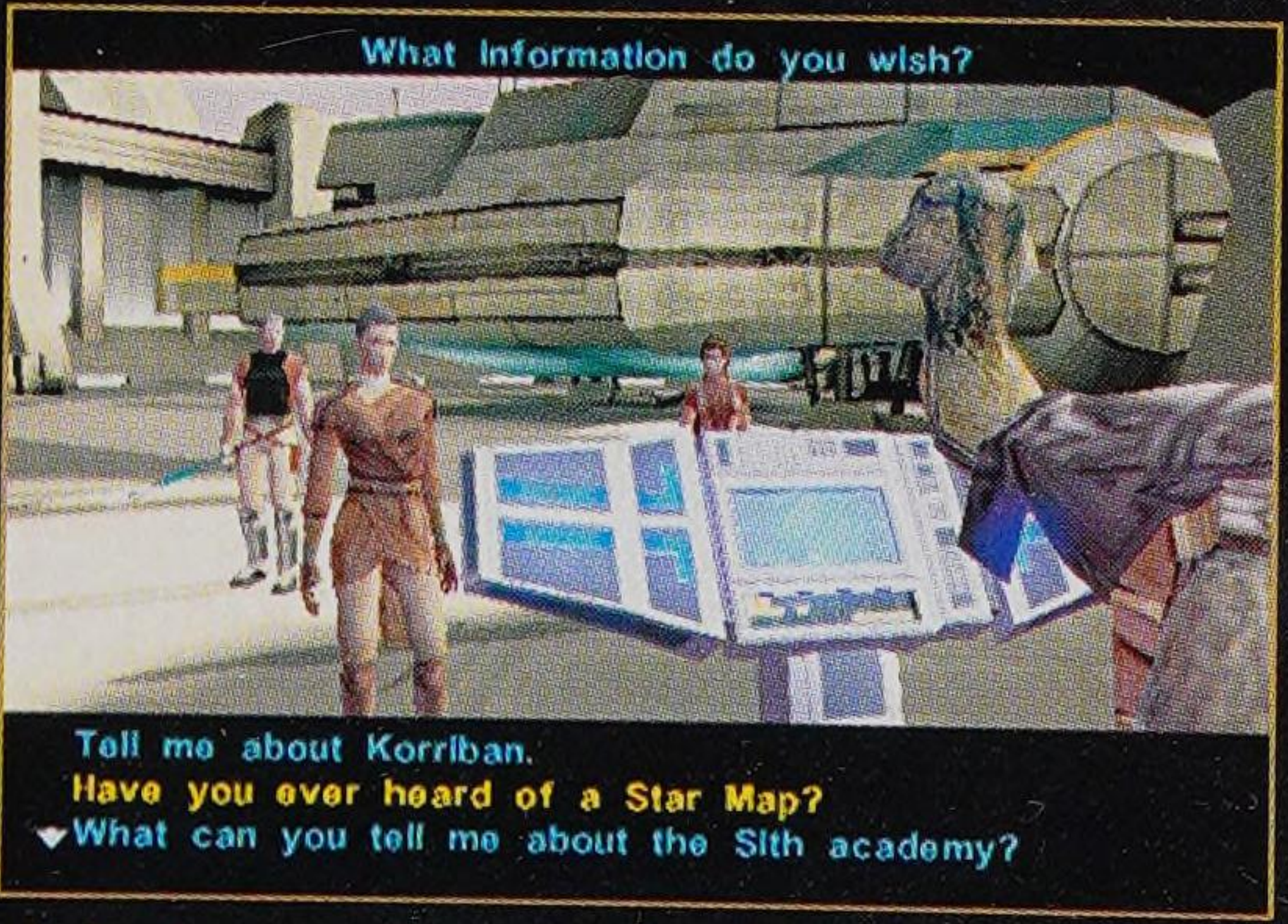
Korriban is the ancient home of the Sith Lords, and there are several locations of particular interest. The small town of Dreshdae is the only colony on the planet; it's located near the Valley of the Dark Lords, where the most important ancient Sith are buried. The Czerka Corporation, the economic arm of the Sith empire, is headquartered here. Finally, Korriban is home to the Sith Academy, an evil reflection of the Dantooine facility. The dark side is everywhere on Korriban, and walking the path of the light side will be very difficult.

After you've infiltrated the Sith Academy, you learn of a grand tomb located in the Valley of the Sith. This is the tomb of the dreaded Nago Sadow, which was opened several years ago and declared a holy site. Only a student of the dark side who gains enough prestige to become a true Sith will be allowed into the tomb for his final test. To gain prestige, you must embark on various missions, many of which can all-too-easily lead to the dark side.

Area Overview 1: Dreshdae

Dreshdae




What information do you wish?

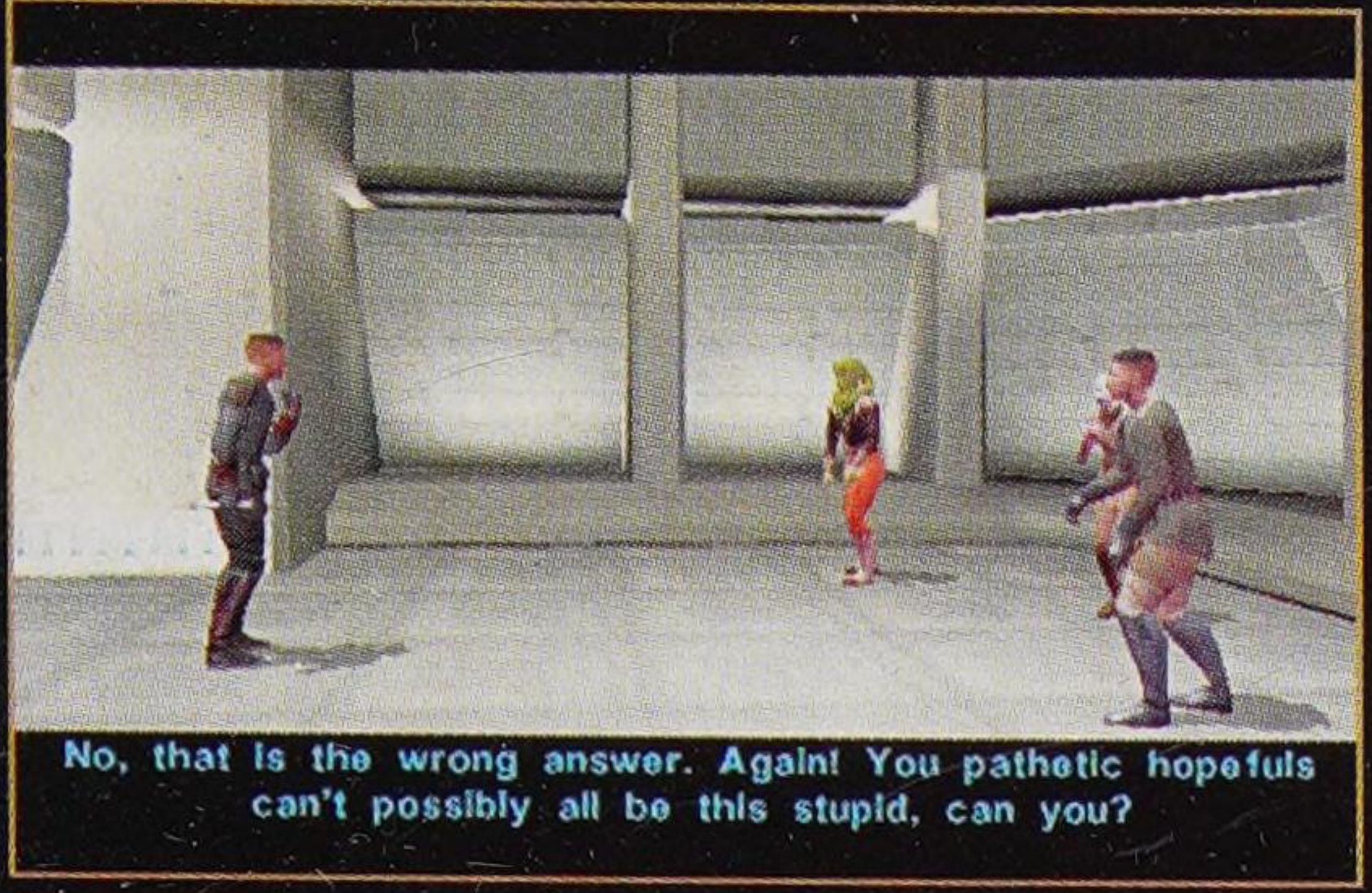
Tell me about Korriban.
Have you ever heard of a Star Map?
▾What can you tell me about the Sith academy?

Ask the people of Dreshdae about the star map, and most of them tell you that any artifacts of that nature would be located in the Valley of the Dark Lords. To get into the valley, you must pass through the Sith Academy, which only students of the Sith are allowed to enter. There are two ways to become a student. You can talk to a Sith named Yuthura and persuade her that you'd make a fine Sith, or you can take out one of the Sith students wandering around Dreshdae, claim his Sith medallion, and show it to Yuthura as proof of your dedication.

YUTHURA BAN
DIALOG

You're hit up for a mere 25-credit fee as you leave Dreshdae's docking area, because the port authority (Waypoint 1) recognizes and admires the *Ebon Hawk*, but you can persuade the collector to waive the fee entirely. The collector also comments if you're equipped with a lightsaber or Jedi robe.

As you leave the docking area, a Sith student named Shaardan (Waypoint 2) asks you to decide the fate of his pathetic students. You can tell Shaardan to destroy the students, humiliate them with his Force powers, or simply let them go. The malicious choices tag you with dark side points, while the kind choices leave Shaardan disgusted with you. If you run into Shaardan in the academy, he'll remember your previous encounter.



No, that is the wrong answer. Again! You pathetic hopefuls can't possibly all be this stupid, can you?

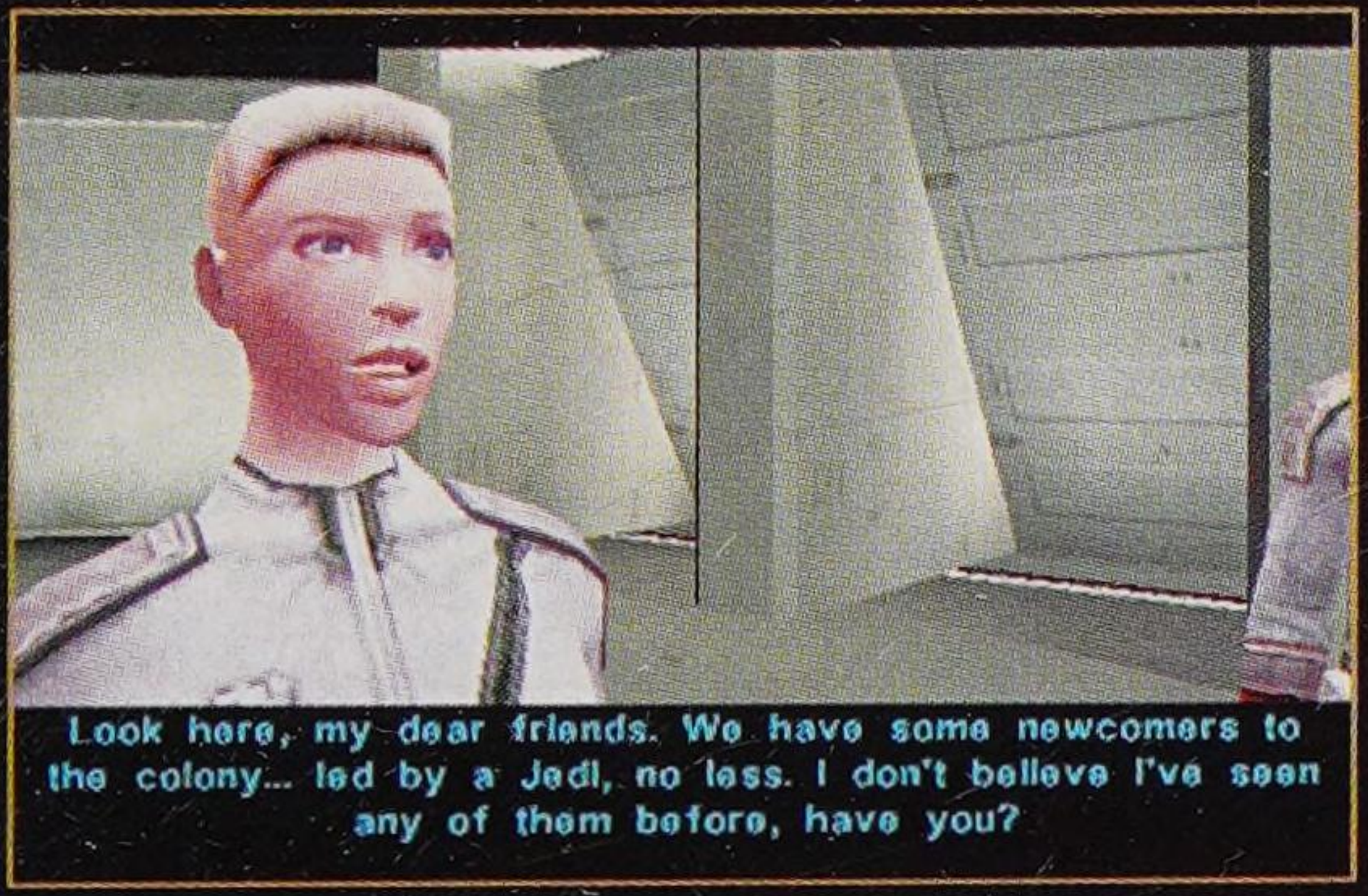
A merchant named B'ree (Waypoint 3) is located behind the door after your initial encounter with Shaardan, and he has many weapons for sale.

As you approach the Czerka Store (Waypoint 4), you have another encounter with a Sith. This one is named Lashowe (Waypoint 5), and she's accompanied by two cronies. (Lashowe plays an important role in Sidequest 2.) You can respond to her demand to be amused in several ways:

Tell her, "I don't think there's any need for hostilities," and she's disgusted by your lack of a spine.

Tell her, "You can try to kill me" to make her angry and amuse her friends.

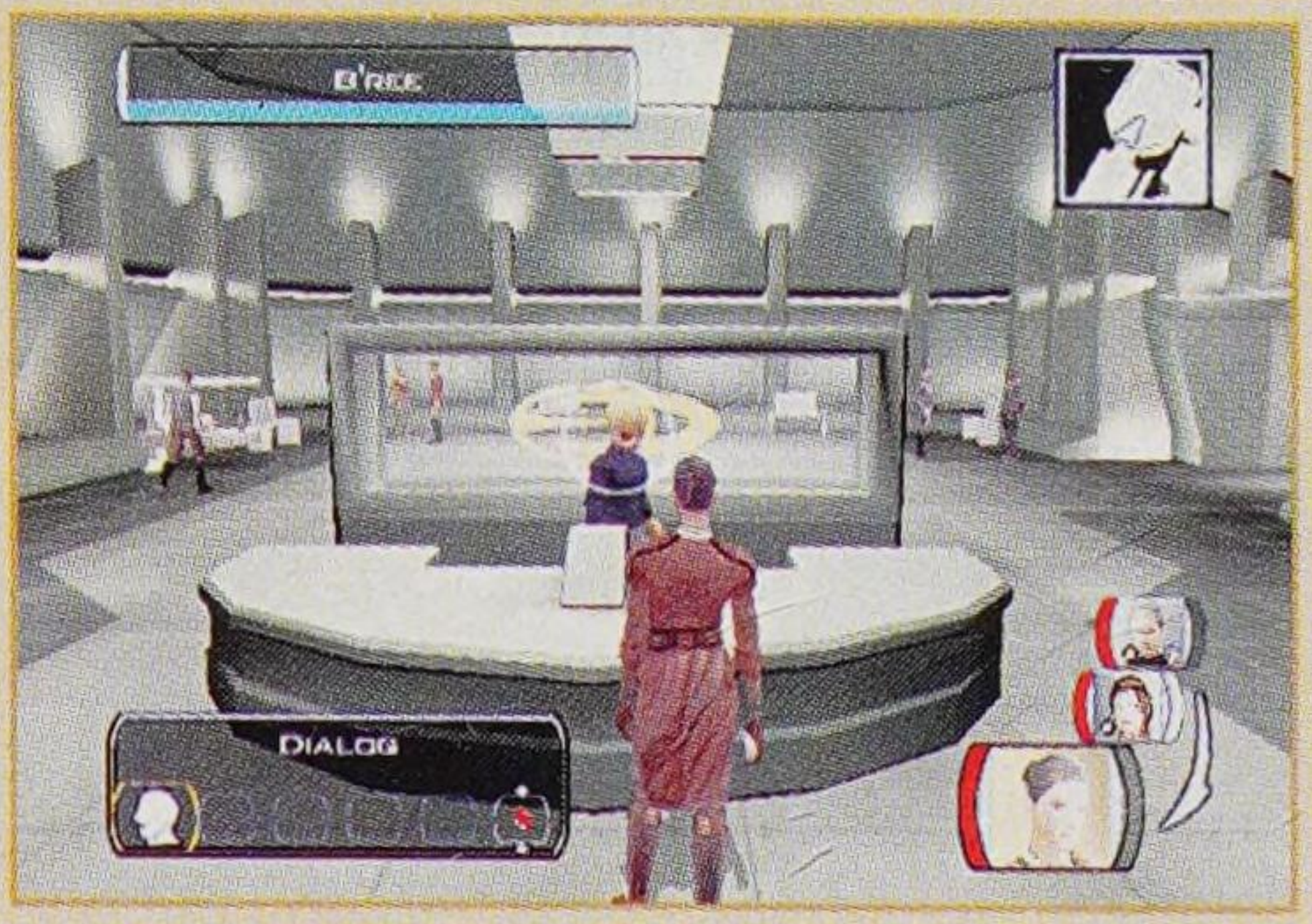
Tell her a joke; if she laughs, she lets you leave, but if she doesn't, you're forced to choose one of the other options.



Look here, my dear friends. We have some newcomers to the colony... led by a Jedi, no less. I don't believe I've seen any of them before, have you?

Inside the cantina (Waypoint 6) is a Pazaak player named Toll Apkar, a helpful barkeep named Mika Dorin, and an important Sith named Yuthura Ban, who appears only after you've spoken with the guard at the entrance to the Sith Academy. Without Yuthura's help, you're never getting into the academy. Yuthura has embraced the dark side, but with some careful maneuvering on your part, she can yet be redeemed.

B'REE



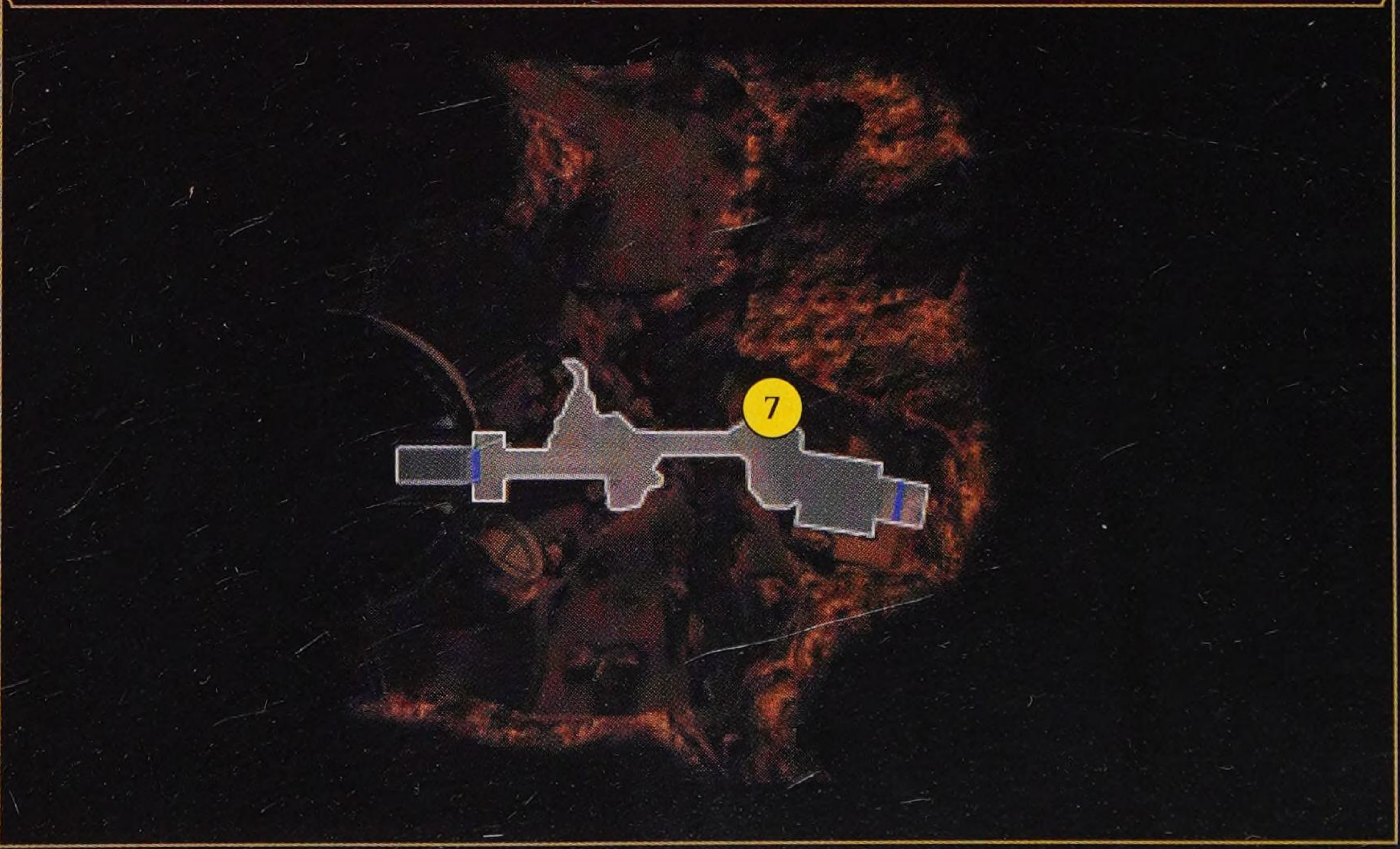
Item (number available)	Cost (Credits)
Krath war blade (5)	130
Vibro double-blade (5)	180
Bothan shrieker (5)	1,250
Ion blaster (5)	200
Disruptor pistol (5)	200
Sonic pistol (5)	200
Medium repeating blaster (2)	1,500
Heavy repeating blaster (2)	800
Blaster carbine (5)	500
Ion rifle (5)	400
Disruptor rifle (5)	400
Sonic rifle (5)	400
Plasma grenade (∞)	1,000
CryoBan grenade (∞)	130
Poison grenade (5)	130
Sonic grenade (5)	130
Ion grenade (5)	130
Adhesive grenade (5)	130
Concussion grenade (5)	80
Average flash mine (2)	250
Average frag mine (2)	250
Average gas mine (2)	250
Average plasma mine (2)	250

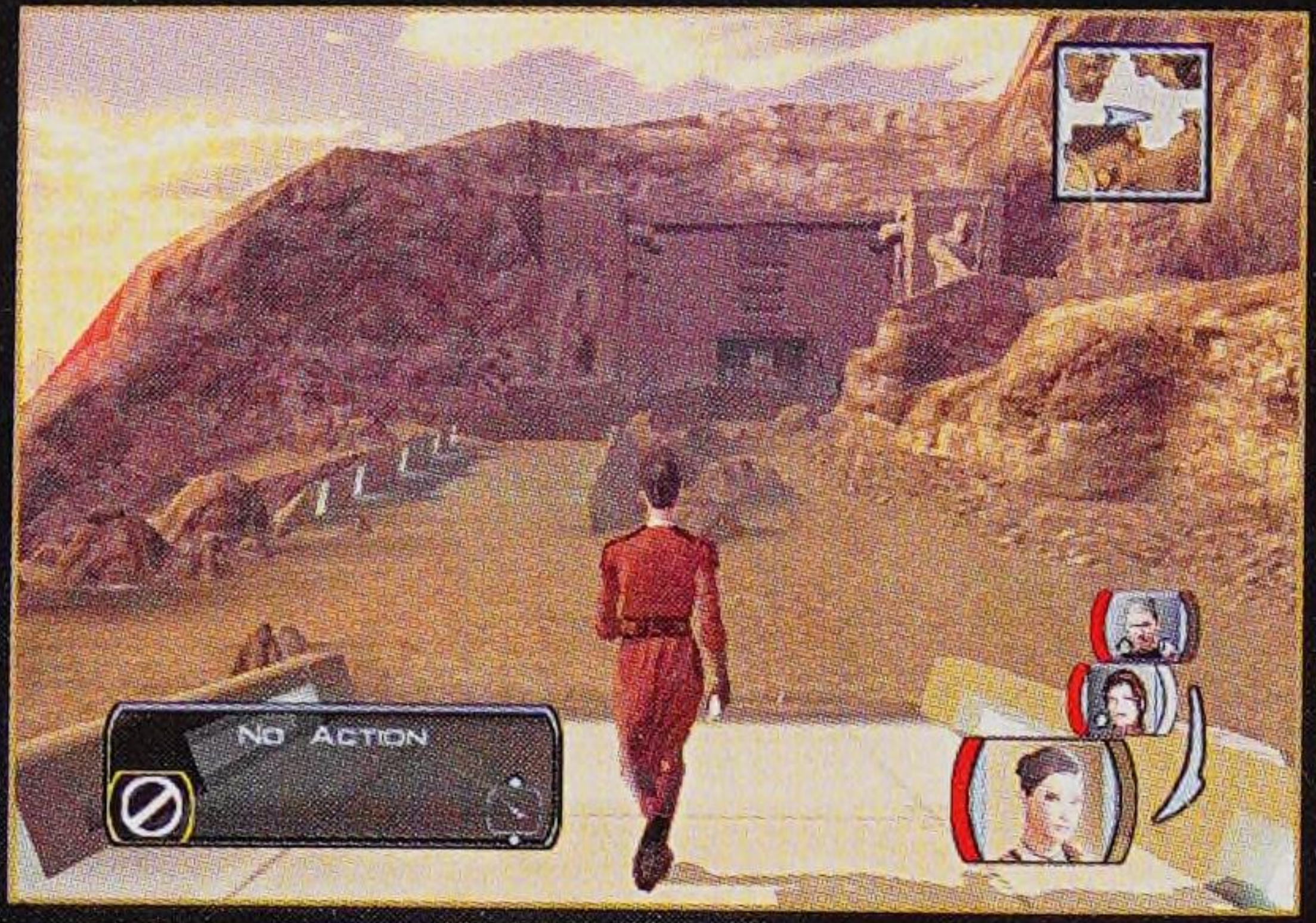
MIKA DORIN

Item (number available)	Cost (Credits)
Dominator Gauntlets	30,000
Adrenalin Stimulator	24,000
Cardio Power System	20,000
Gordulan Reaction System	20,000
Navardan Regenerator	17,000
Interface Visor	3,000
Stabilizer Mask	11,000
Vibration Cell	300
Durasteel Bonding Alloy	200
Energy Projector	300
Improved Energy Cell	500
Scope	400
Beam Splitter	360
Hair Trigger	300
Mesh Underlay	600
Armor Reinforcement	700
Thermal Detonator (10)	4,000
Life-Support Pack (10)	998
Verpine Prototype Shield (10)	4,480
Pazaak Card +/-1	800
Pazaak Card +/-2	600
Pazaak Card +/-3	500
Pazaak Card +/-4	400
Verpine Fiber Mesh	8,500
Bonadan Alloy Heavy Suit	2,500

Area Overview 2: Sith Academy Entrance

Sith Academy Entrance





Three young men stand near the academy entrance (Waypoint 7). These men are under the mistaken belief that if they stand here long enough, they'll be admitted into the academy. The nearby Sith named Mekel has told the young men this lie for his own amusement, but he won't tell you about his cruelty until you've already spoken to the young men. Once Mekel has explained his "joke" and left the area, you can talk to the young men again, trying to persuade them to leave (light side). One of the young men leaves after being persuaded, one poor fool dies when you speak to him, and the third doesn't believe anything you say.

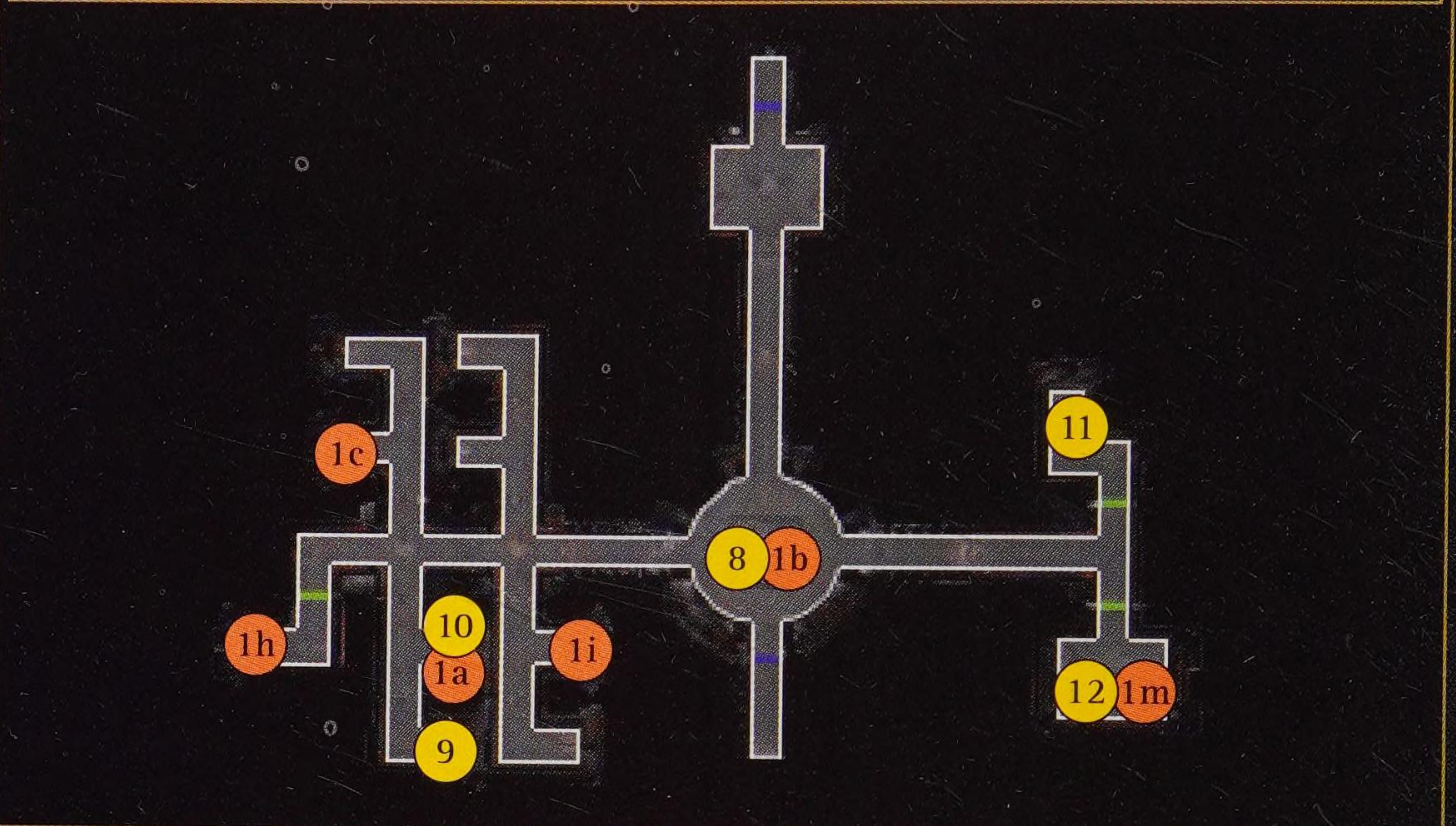
Speak to the Sith guard in front of the academy and ask him about the medallion to activate two Sith encounters in the hallways of Dreshdae. Return to the town and walk through the hallways until you trigger one of the encounters. You can claim a medallion during each of these encounters, which can be used to get into the Sith Academy.

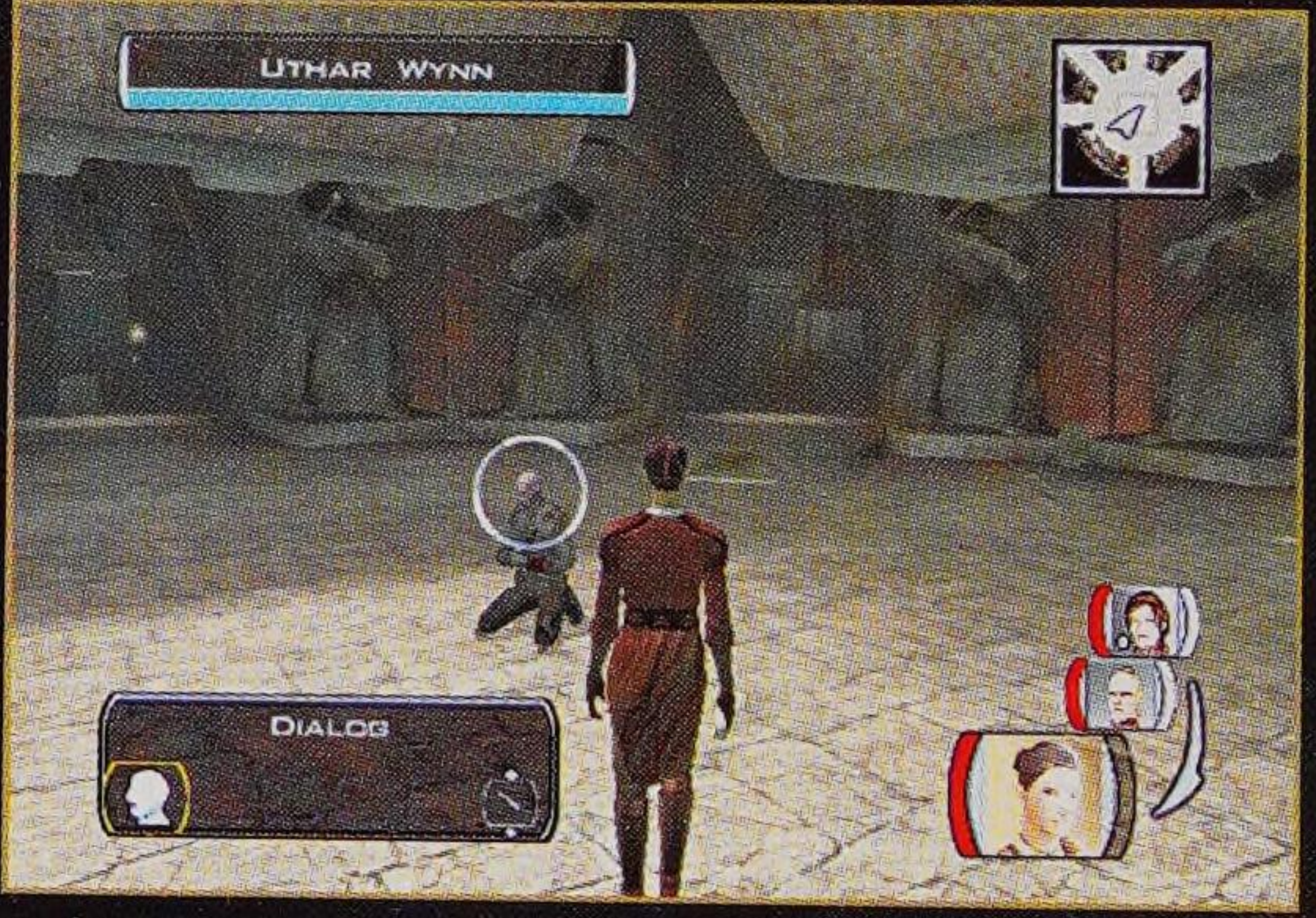
NOTE

If you can't persuade Yuthura to admit you to the academy, you must complete one of the two encounters to earn a medallion.

Area Overview 3: Sith Academy

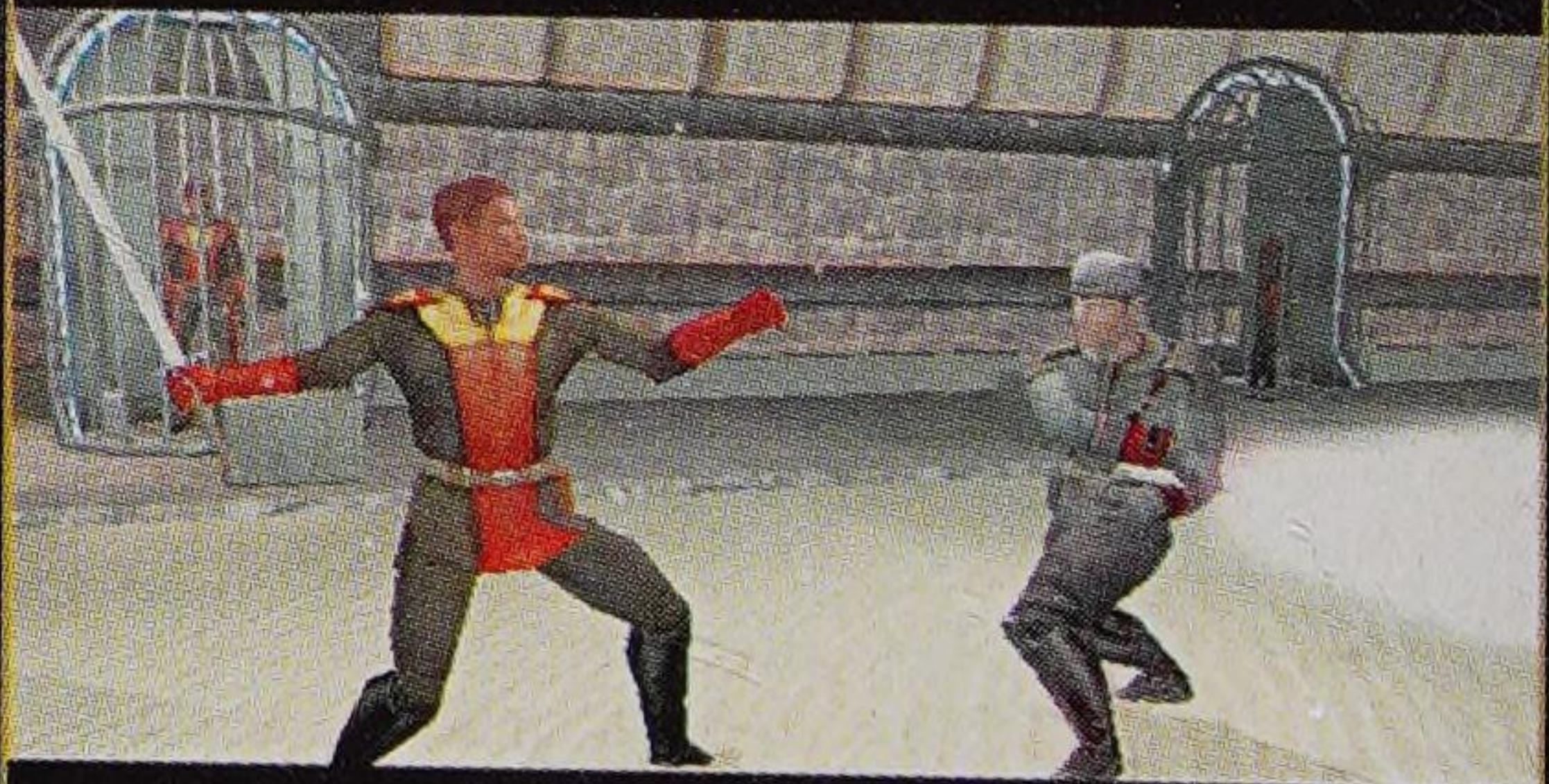
Sith Academy





When you enter the academy for the first time, you converse with Master Uthar Wynn (Waypoint 8) about the Sith and the dark side. Your group contains five recruits, and only one will be chosen into the Order of the Sith. After the confab with Uthar, you're automatically whisked away to your chambers (Waypoint 9). When you leave your room, you're automatically engaged in conversation by Yuthura (Waypoint 10) about her scheme to destroy Uthar and take over the academy. Talk to Yuthura three times about herself, using persuade on the third attempt, to befriend her and set up for an excellent light side reward near the end of your travails on Korriban.

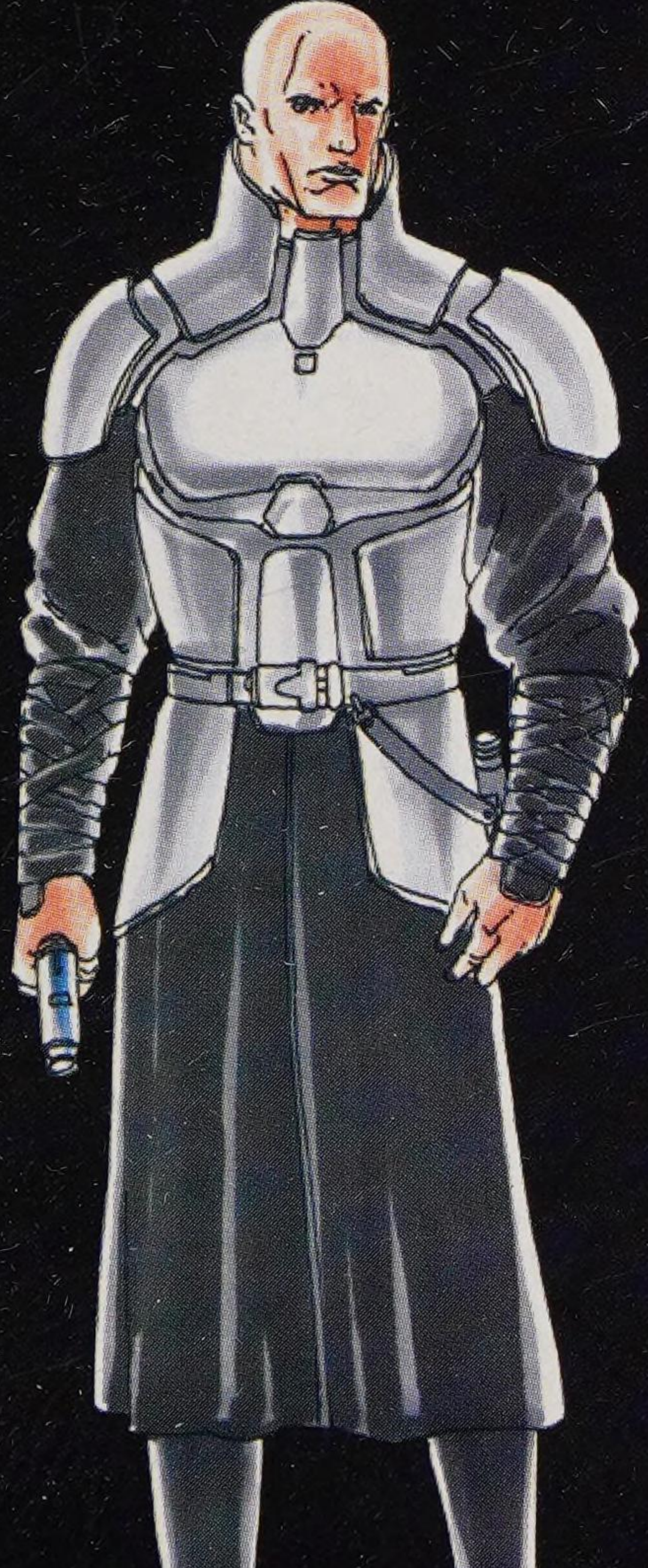
In the dueling room (Waypoint 11), the Sith practice their skills with a lightsaber. When you enter the dueling room for the first time, you watch a Sith duelist take out a Republic soldier. Talk to the duelist to learn how the room works: use the computer terminal to open a cage, then destroy the prisoner who emerges. Even if you tell the prisoner to run, he refuses to believe you and attacks you anyway. You earn dark side points for each of the three prisoners you take out, especially if you taunt each prisoner before the fight begins.



You can also hack the dueling room's computer terminal to check out the academy's security camera and datafiles, although it's not necessary to do so. (Reading the datafile gives you the Renegade Sith quest, but you can also earn this quest by speaking to the Sith teacher on the west side of the door to the valley.)

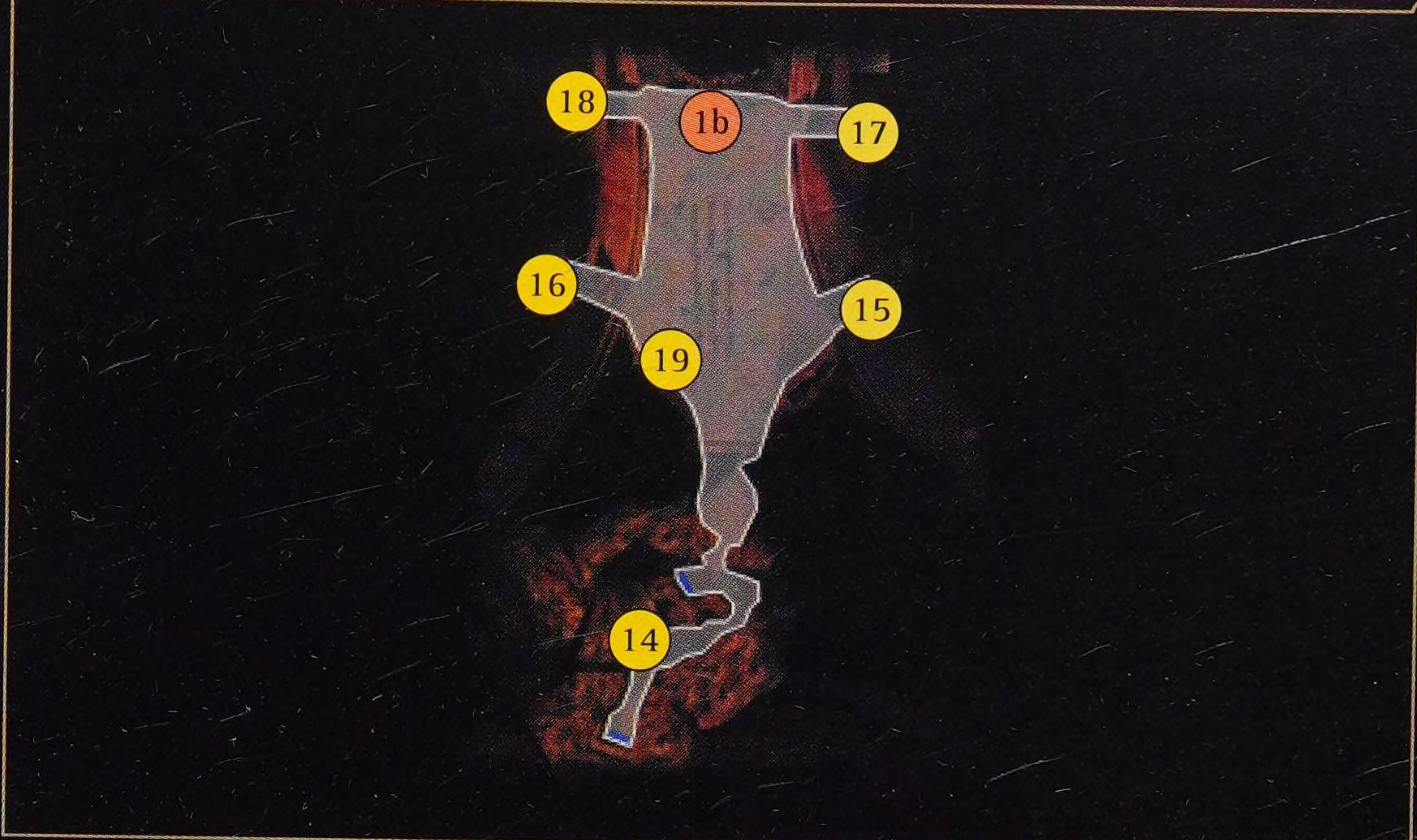
Sith Guard
Attack

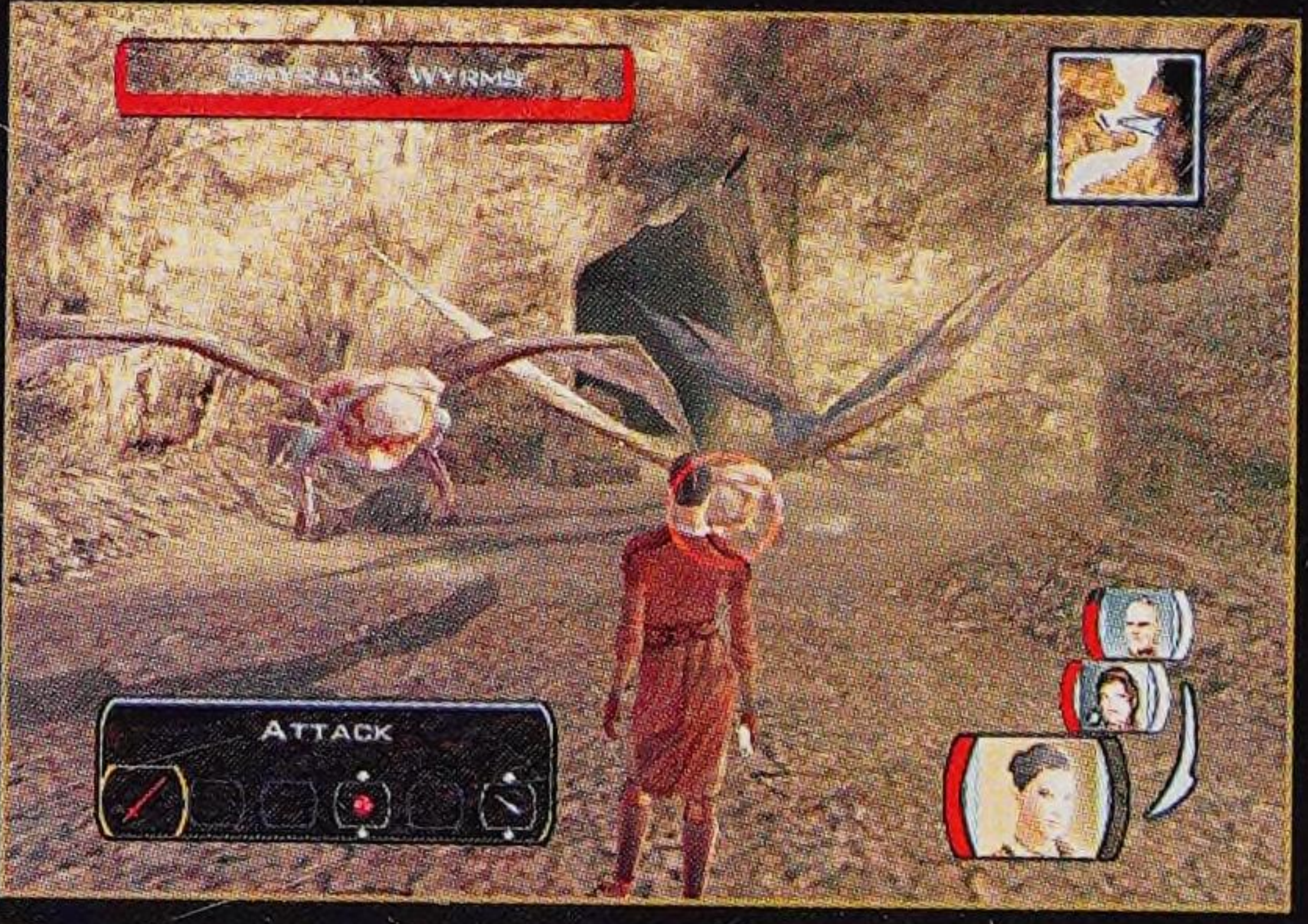
The interrogation room (Waypoint 12) is occupied by a forlorn Mandalorian who won't give up the location of his weapon cache. Take over the interrogation for a sidequest.



Area Overview 4: Valley of the Dark Lords

Valley of the Dark Lords





On the winding path between the academy and the valley is the entrance to the Shyrack Caves (Waypoint 14), within which are plenty of monsters and a small group of renegade Sith students (Sidequest 3).

There are four tomb entrances in the valley. The southeast entrance (Waypoint 15) leads into the tomb of Ajunta Pall; the southwest entrance (Waypoint 16) leads into the tomb of Marko Ragnos; the northeast entrance (Waypoint 17) leads into the tomb of Tulak Hord; and the northwest entrance (Waypoint 18) leads into the tomb of Naga Sadow. Each tomb is involved with either a sidequest or a main quest, and all of them are dangerous. You can enter the tomb of Naga Sadow only near the end of your adventures on Korriban, after you've earned sufficient prestige to impress Master Uthar.

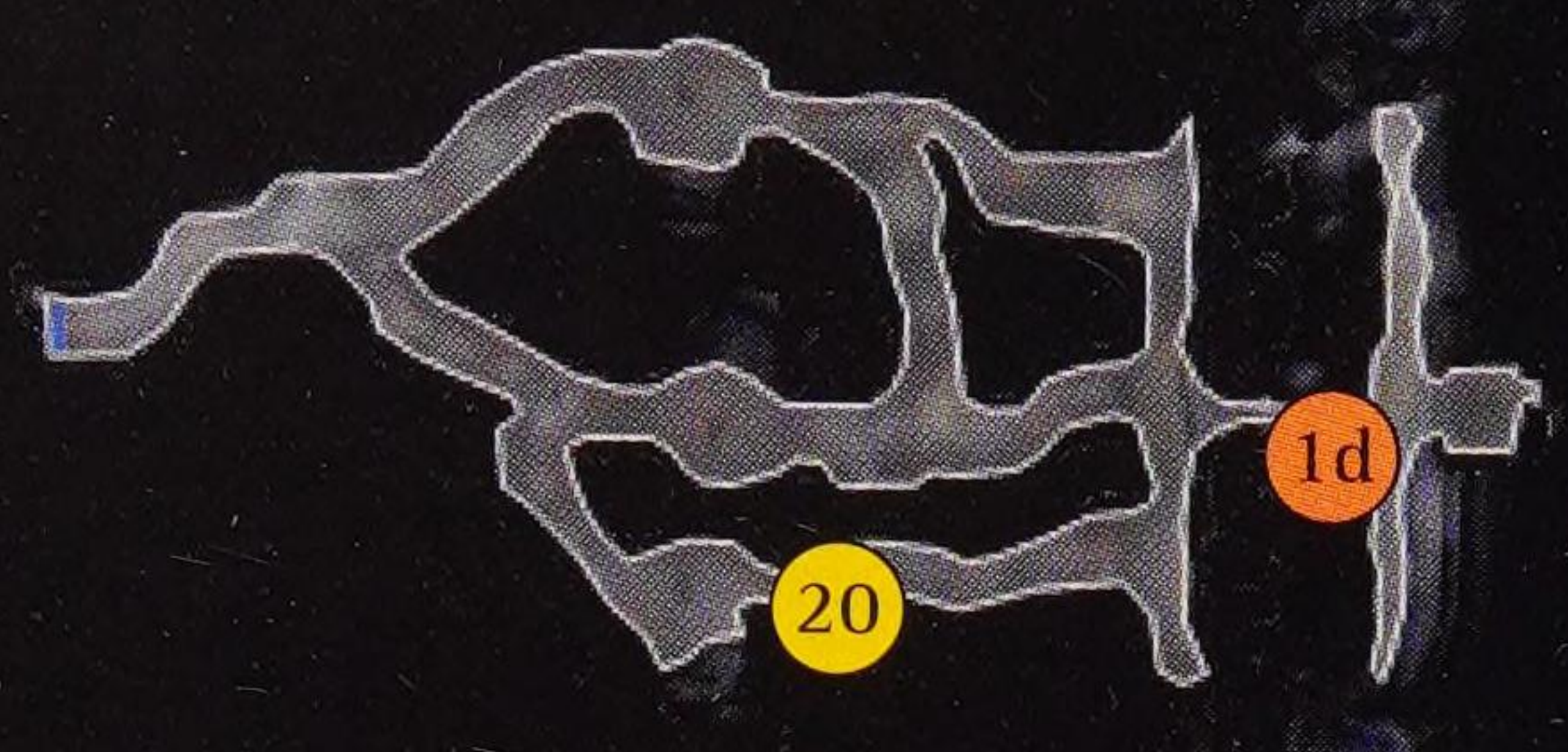
A Sith near the entrance to the tomb of Ajunta Pall discusses the Sith Lord, which triggers a sidequest. A Sith near the entrance to the tomb of Marko Ragnos discusses a rogue droid, which triggers another sidequest.

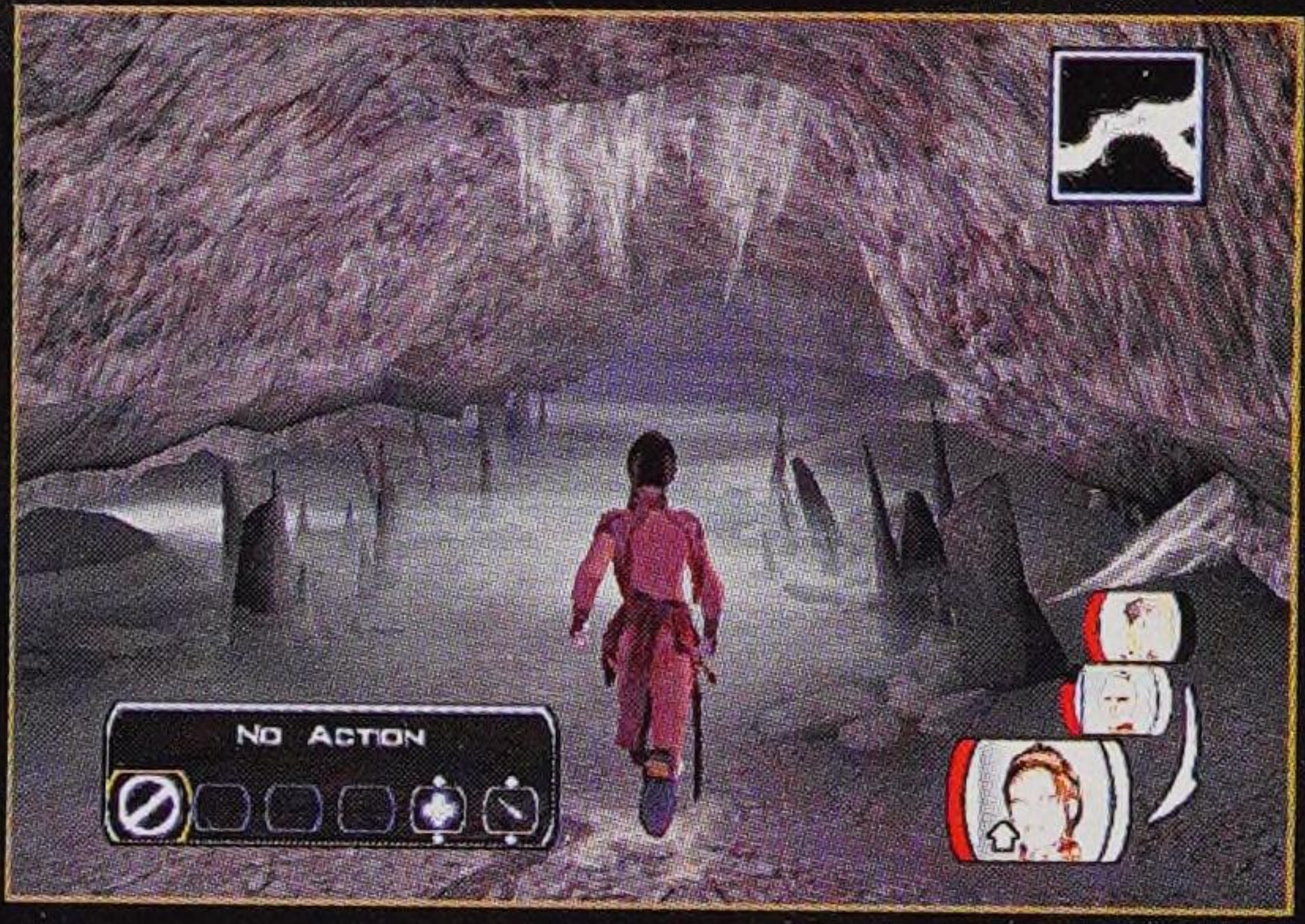
In the middle of the valley is a large archaeological dig, with several Sith archaeologists working at any given time and a few guards to protect them from the tuk'ata hounds that roam the valley. One of the archaeologists is named Dak Vesser (Waypoint 19), and he has a history with Juhani. If you speak to Dak with Juhani in your party, Dak decides that it would be best if he left the academy. After that decision, he can be found in the cantina of Dreshdae, waiting to depart on the next ship.

Goodbye, Dak... and... thank you.

Area Overview 5: Shyrack Caves

Shyrack Caves

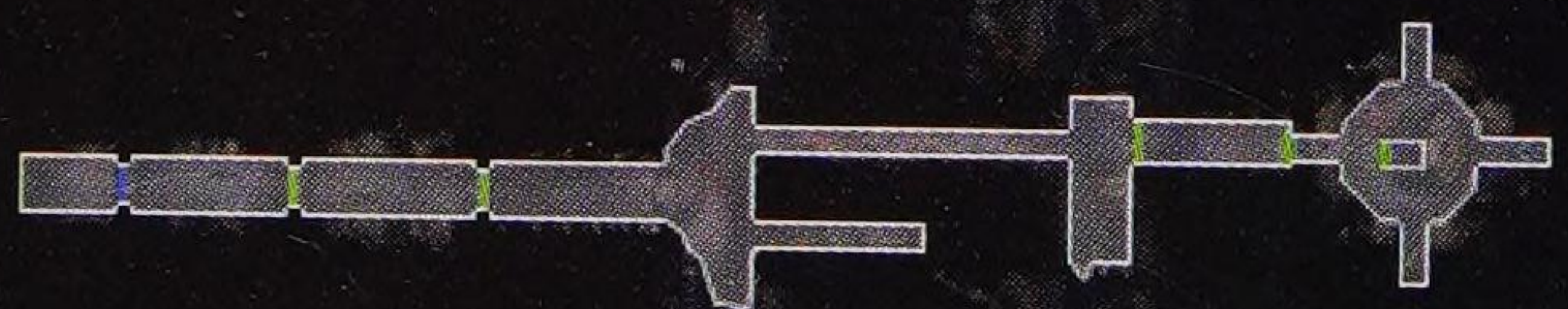




The shyracks pour out of the holes in the walls and ceiling of the caves, and you fight them for the duration of your explorations. There are also several tuk'atas who call the caves home. In the southern area of the caves are three renegade Sith (Waypoint 20) who fled the academy; you can destroy them or help them escape.

Area Overview 6: Tomb of Ajunta Pall

Tomb of Ajunta Pall

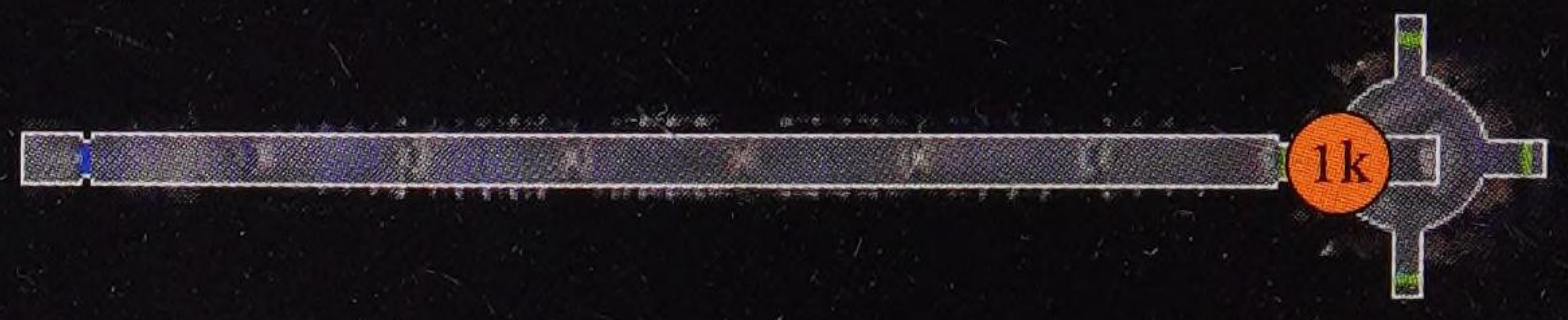


Sith Corpse
Open

The tomb of Ajunta Pall is home to the sword of Ajunta Pall, which is the focus of a detailed sidequest.

Area Overview 7: Tomb of Marko Ragnos

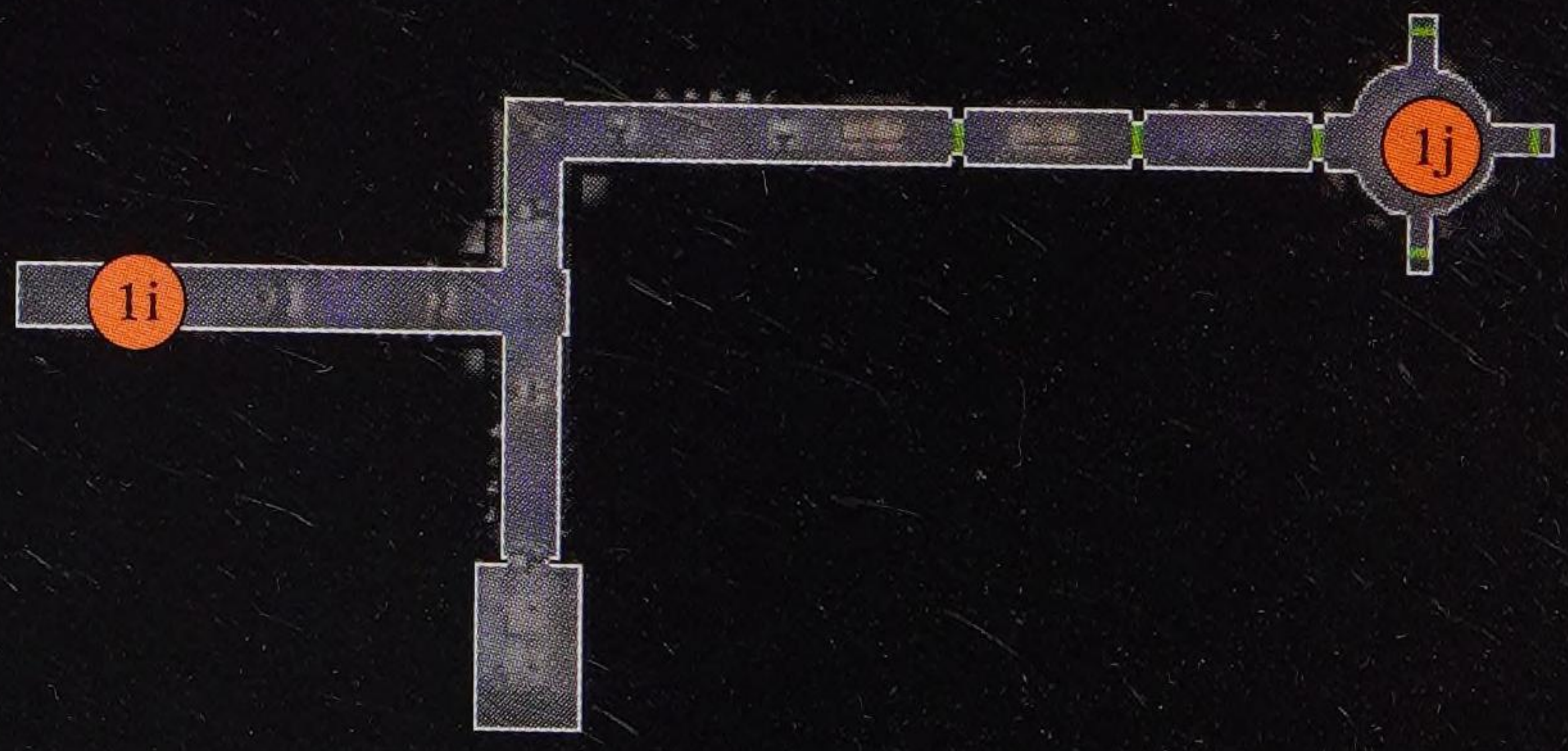
Tomb of Tulak Hord



The tomb of Marko Ragnos is the setting for the Rogue Droid Sidequest.

Area Overview 8: Tomb of Tulak Hord

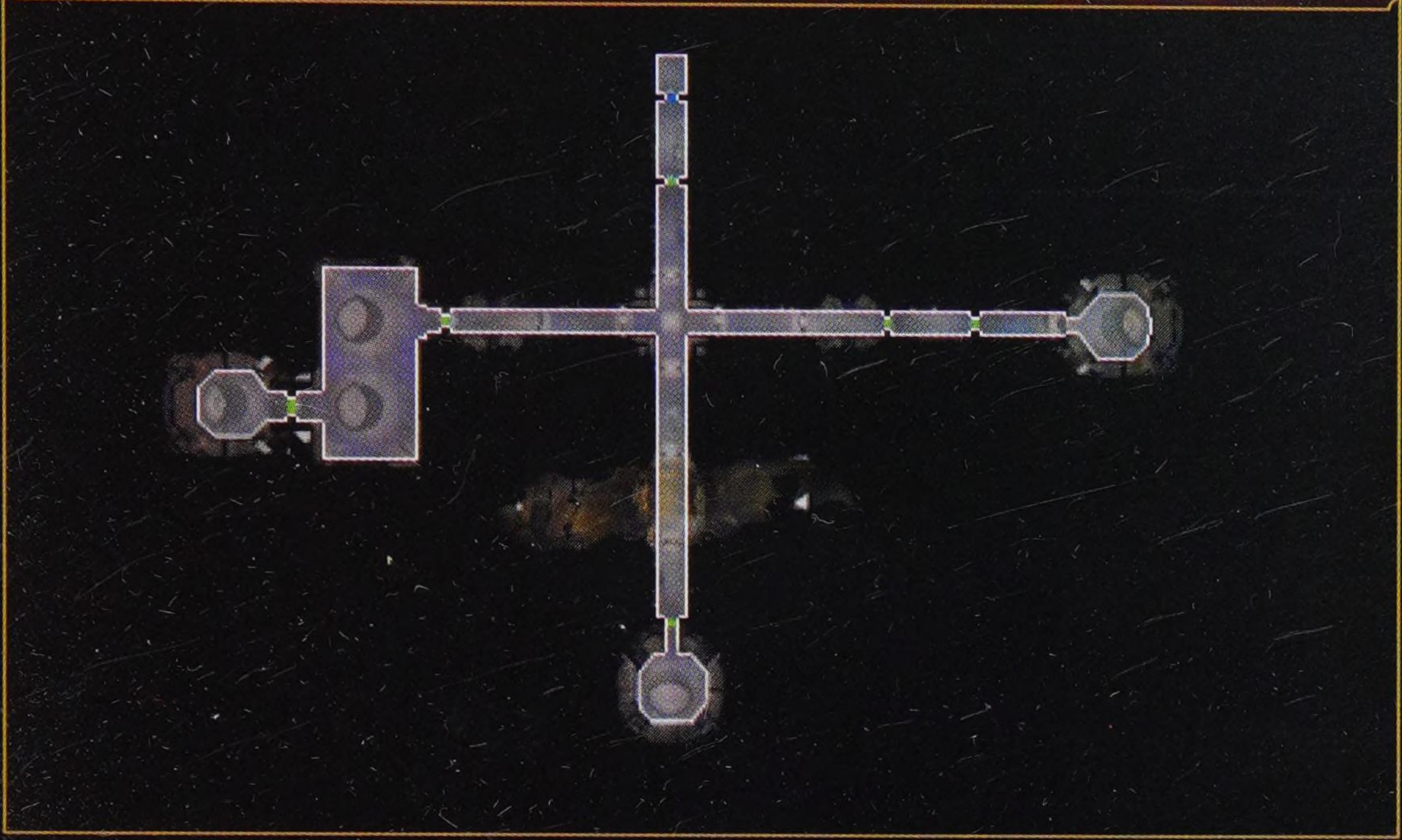
Tomb of Marko Ragnos



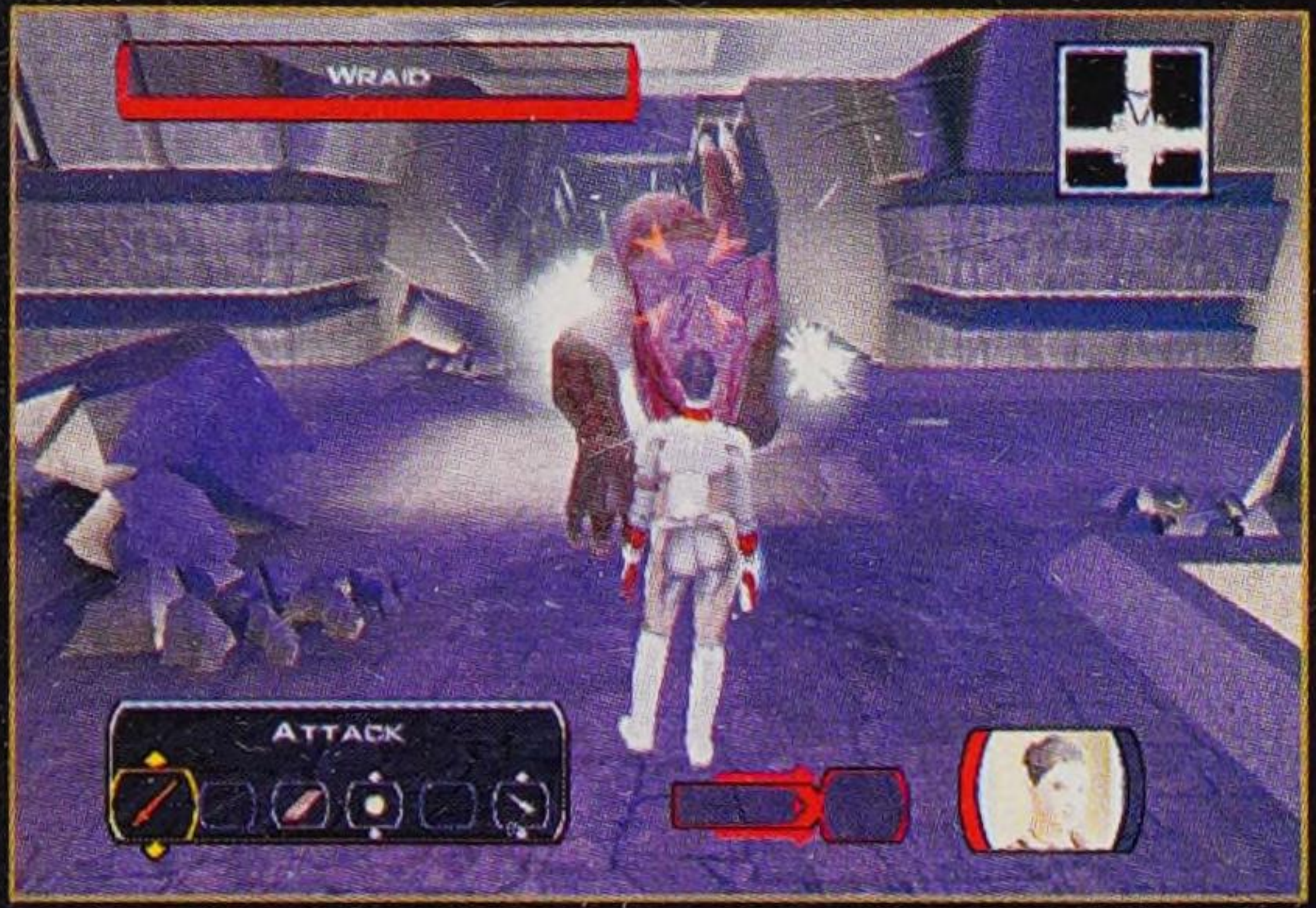
Dire Tuk'ata
Attack

The tomb of Tulak Hord is the setting for the Hermit in the Hills Sidequest.

Area Overview 9: Tomb of Naga Sadow



Tomb of Naga Sadow



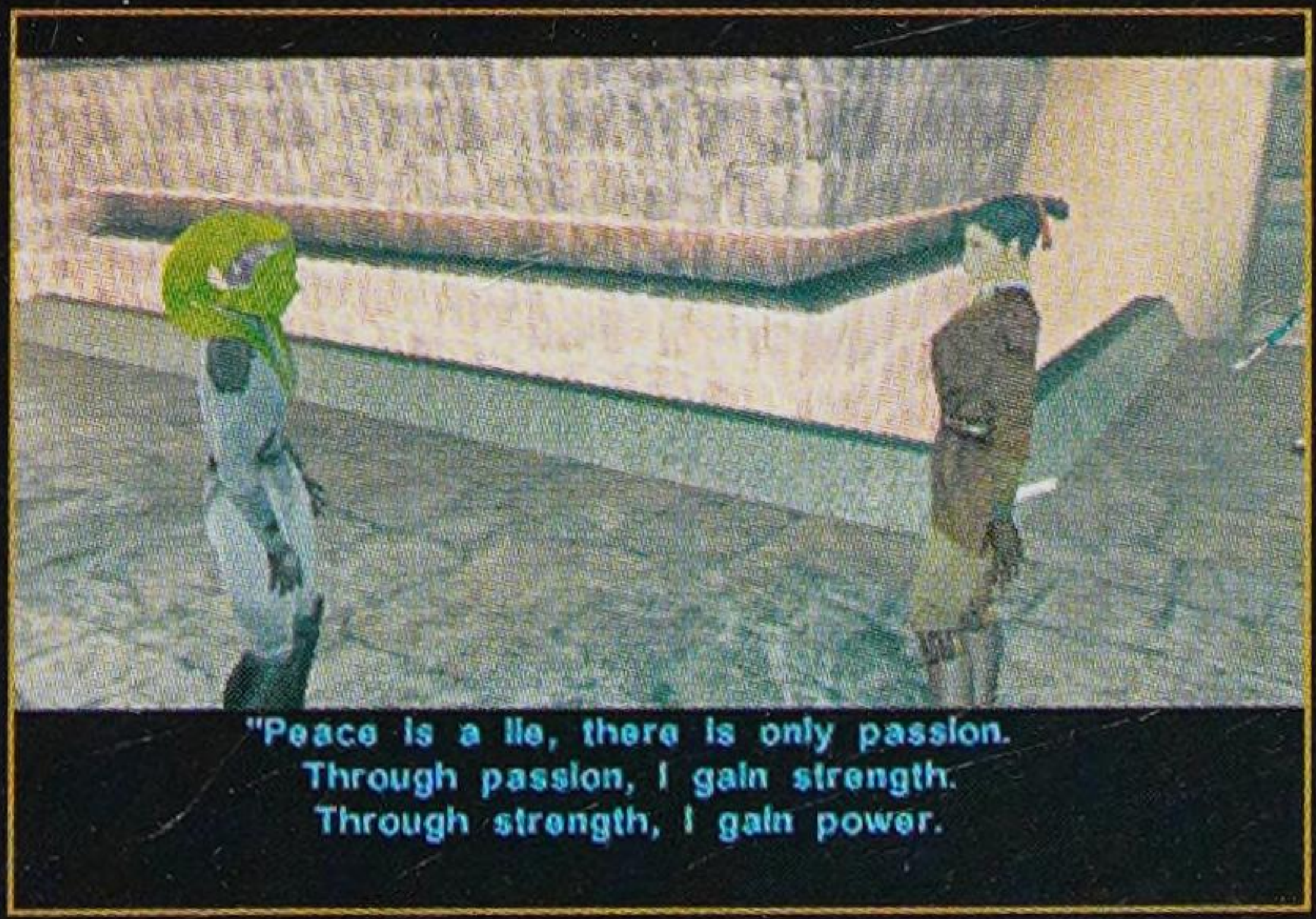
The tomb of Naga Sadow can't be entered until you've earned enough prestige to impress Master Uthar. It's here that the power struggle between Uthar and Yuthura comes to its conclusion, and depending on your earlier actions, you can side with either of them or neither of them.

Quest Overview

There are 14 available and mostly separate quests (including your main objectives) to complete during your time on Korriban. Many quests are optional; these are the sidequests. They are listed below in the order they can be accessed, although almost all can be completed at any time.

1. The Code of the Sith
2. Aiding Lashowe
3. Renegade Sith
4. The Double-Cross
5. The Double-Double-Cross
6. A Doubting Sith
7. The Hermit in the Hills
8. The Mandalorian Weapons Cache
9. Rogue Droid
10. The Tomb of Ajunta Pall
11. The Sword of Ajunta Pall
12. Enter the Sith Academy (Main Quest)
13. The Way of the Sith (Main Quest)
14. Star Map: Korriban (Main Quest)

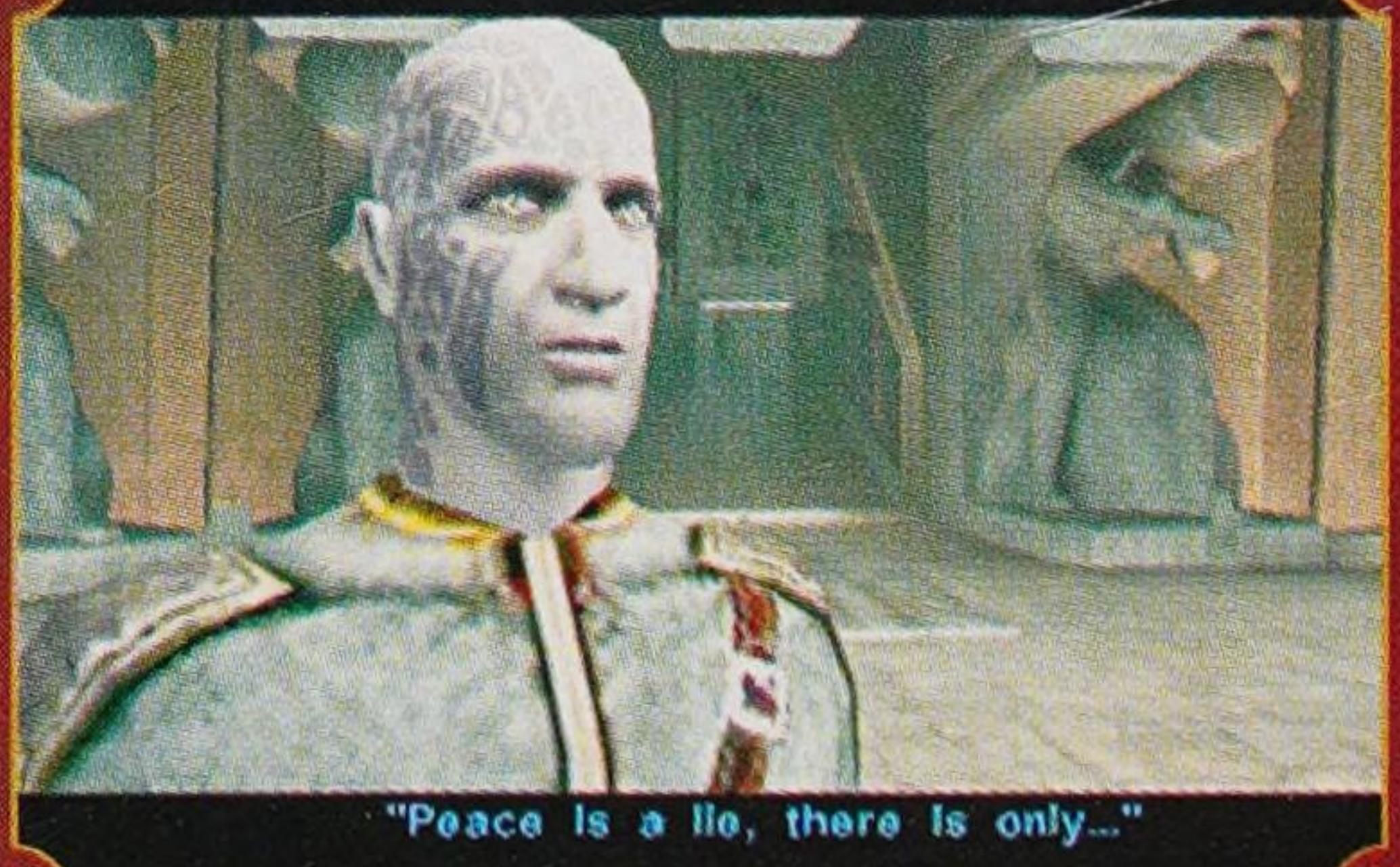
Quest 1: The Code of the Sith



"Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.

Speak to Yuthura in the academy (Waypoint 1A) and she repeats the Code of the Sith to you. Tell Master Uthar (Waypoint 1B) that you know the code and he asks you to repeat after him. Here's how the code goes:

Peace is a lie. There is only ... passion.
Through passion, I gain ... strength.
Through strength, I gain ... power.
Through power, I gain ... victory.
Through victory ... my chains are broken.



"Peace is a lie, there is only..."

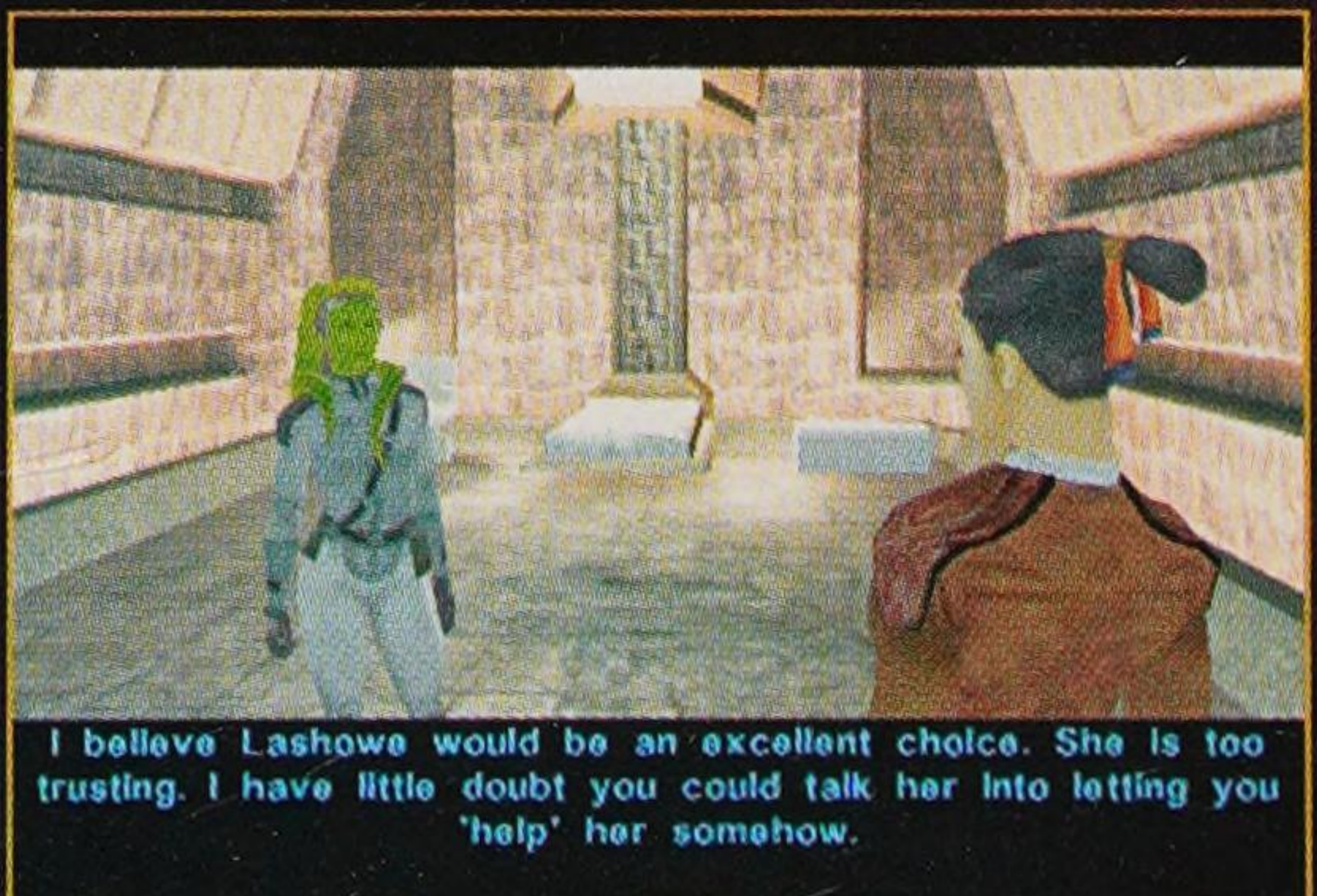
Reciting the Code is an easy way to earn prestige, but it also results in a dark side penalty.

After you recite the code, Uthar asks you one of four questions, each with a true or false answer. Here's how you should respond to each:

passion that fuels the force: true
nothing worse than love: false
victory is always desirable: false

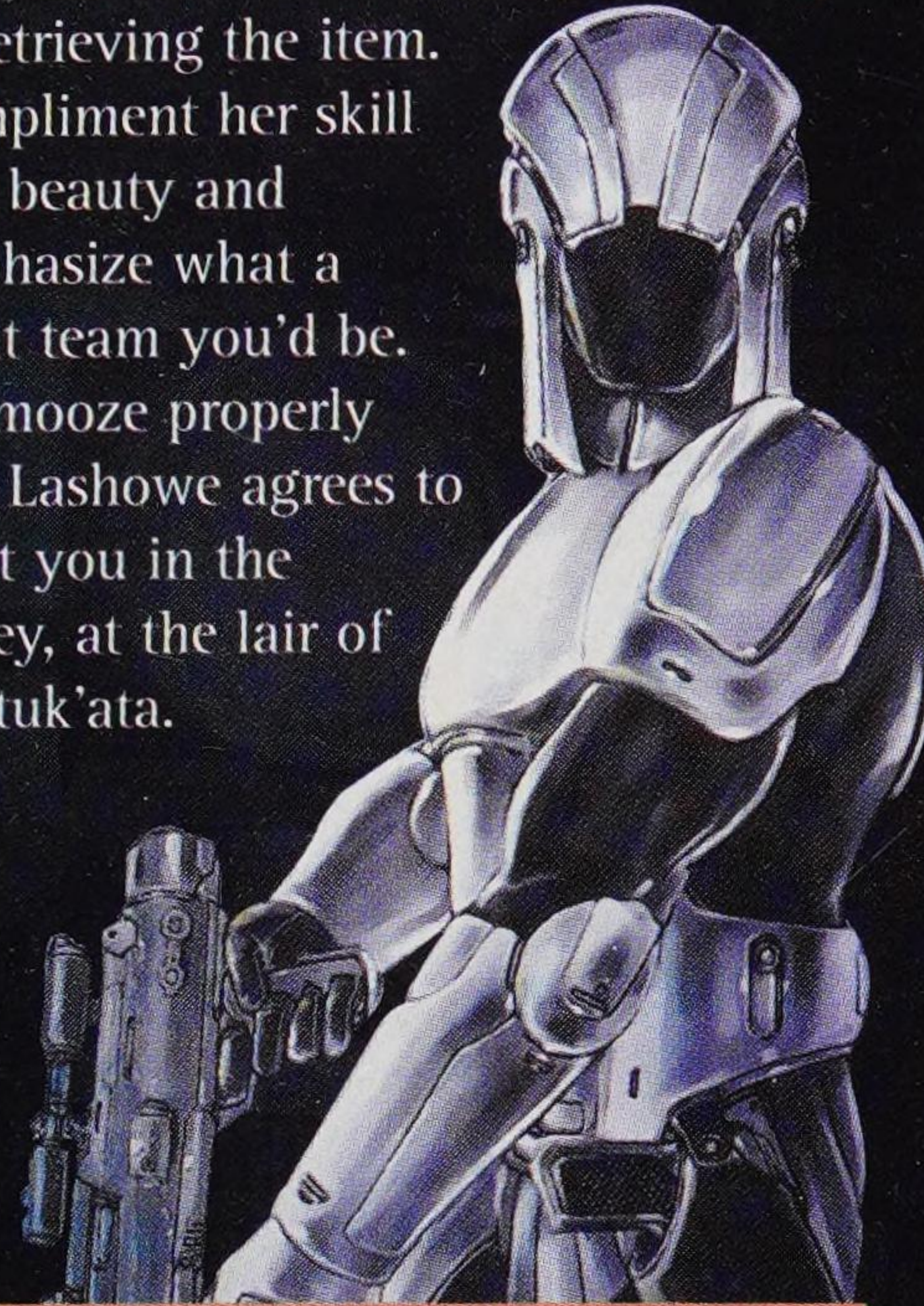
Your reward is a prestige point—along with a dark side penalty, because you're openly embracing the evil oath.

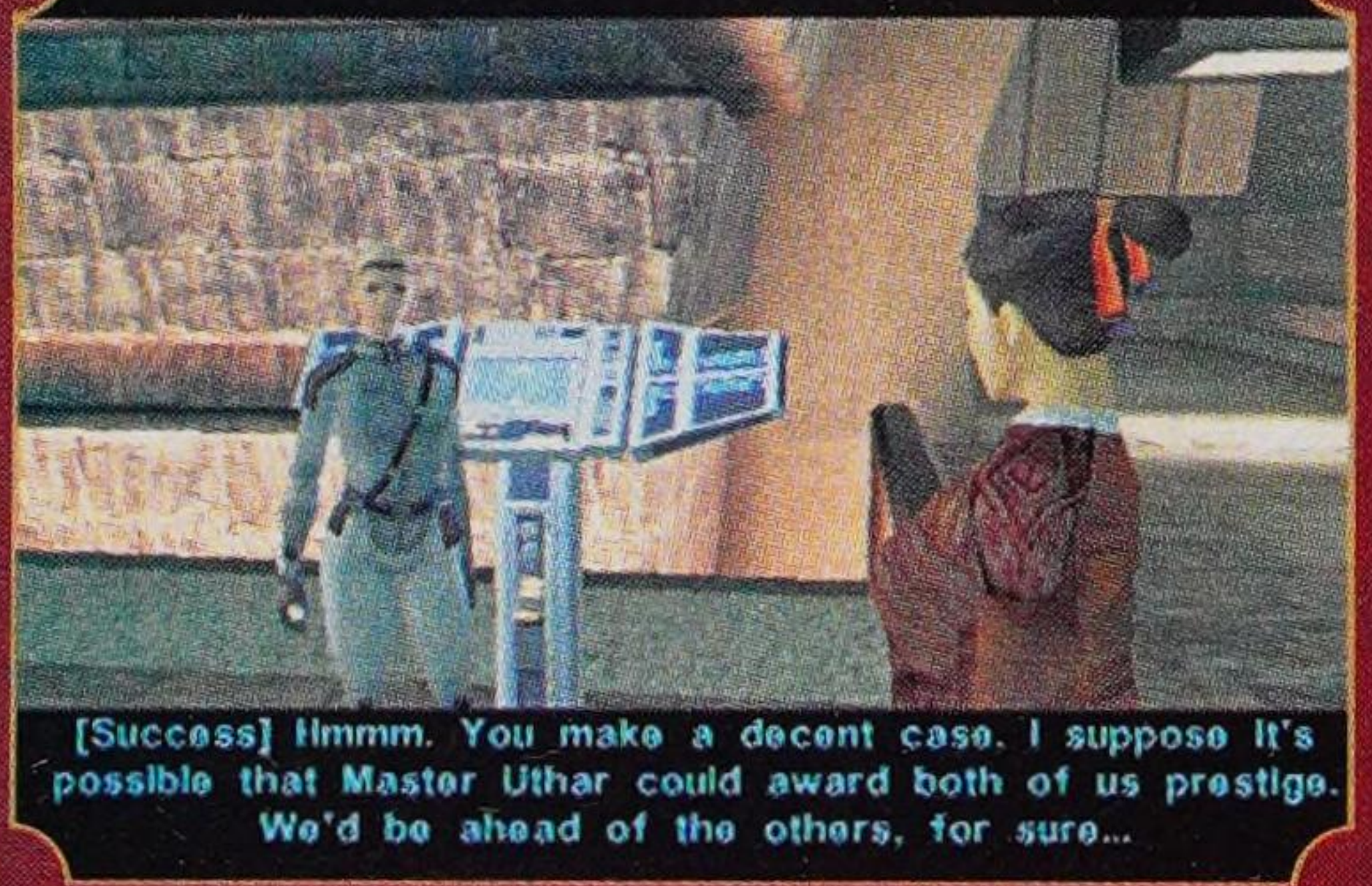
Quest 2: Aiding Lashowe



I believe Lashowe would be an excellent choice. She is too trusting. I have little doubt you could talk her into letting you 'help' her somehow.

Yuthura tells you about this sidequest when you chat with her after being accepted into the academy. Lashowe (Waypoint 1C) believes she's a shoo-in to be chosen by Uthar Wynn, because she's found something that will greatly impress him: a Jedi holocron, guarded by a tuk'ata motherbeast that lives in the valley. Talk to Lashowe and persuade her into accepting your help in retrieving the item. Compliment her skill and beauty and emphasize what a great team you'd be. Schmooze properly and Lashowe agrees to meet you in the valley, at the lair of the tuk'ata.

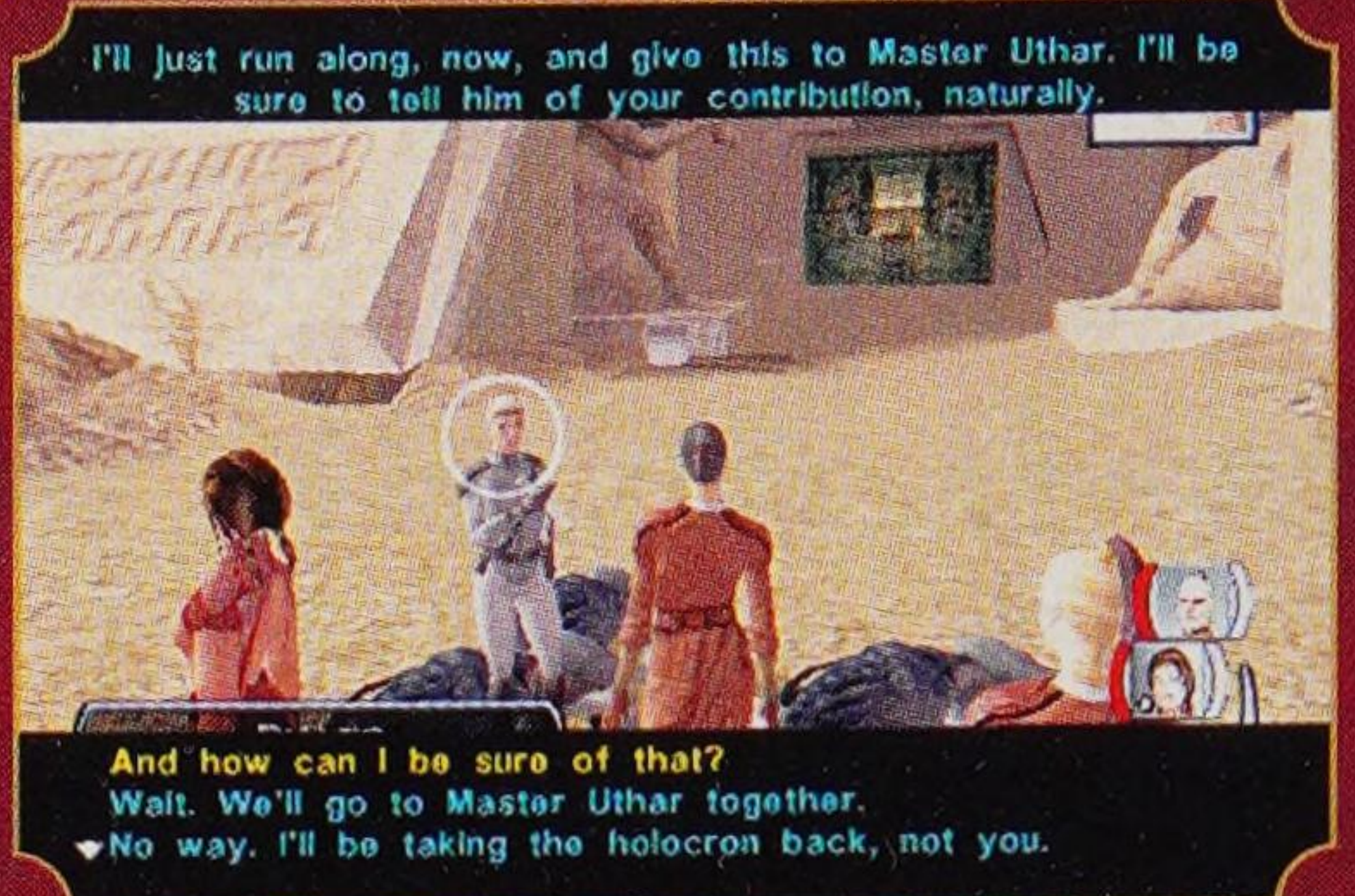




[Success] Hmmm. You make a decent case. I suppose it's possible that Master Uthar could award both of us prestige. We'd be ahead of the others, for sure...

Lavish Lashowe with praise and she agrees to meet you in the valley.

Travel to the north side of the valley (Waypoint 1D) and speak with Lashowe, who says the beast is about to arrive. Destroy the motherbeast and Lashowe gushes about your success. She then decides to take the holocron to Uthar, while (falsely) promising to mention your assistance. You can let Lashowe leave and take the credit (light side), or tell her you're taking the artifact, and then destroy her (dark side). If you choose to kill Lashowe, pluck the holocron from her corpse.



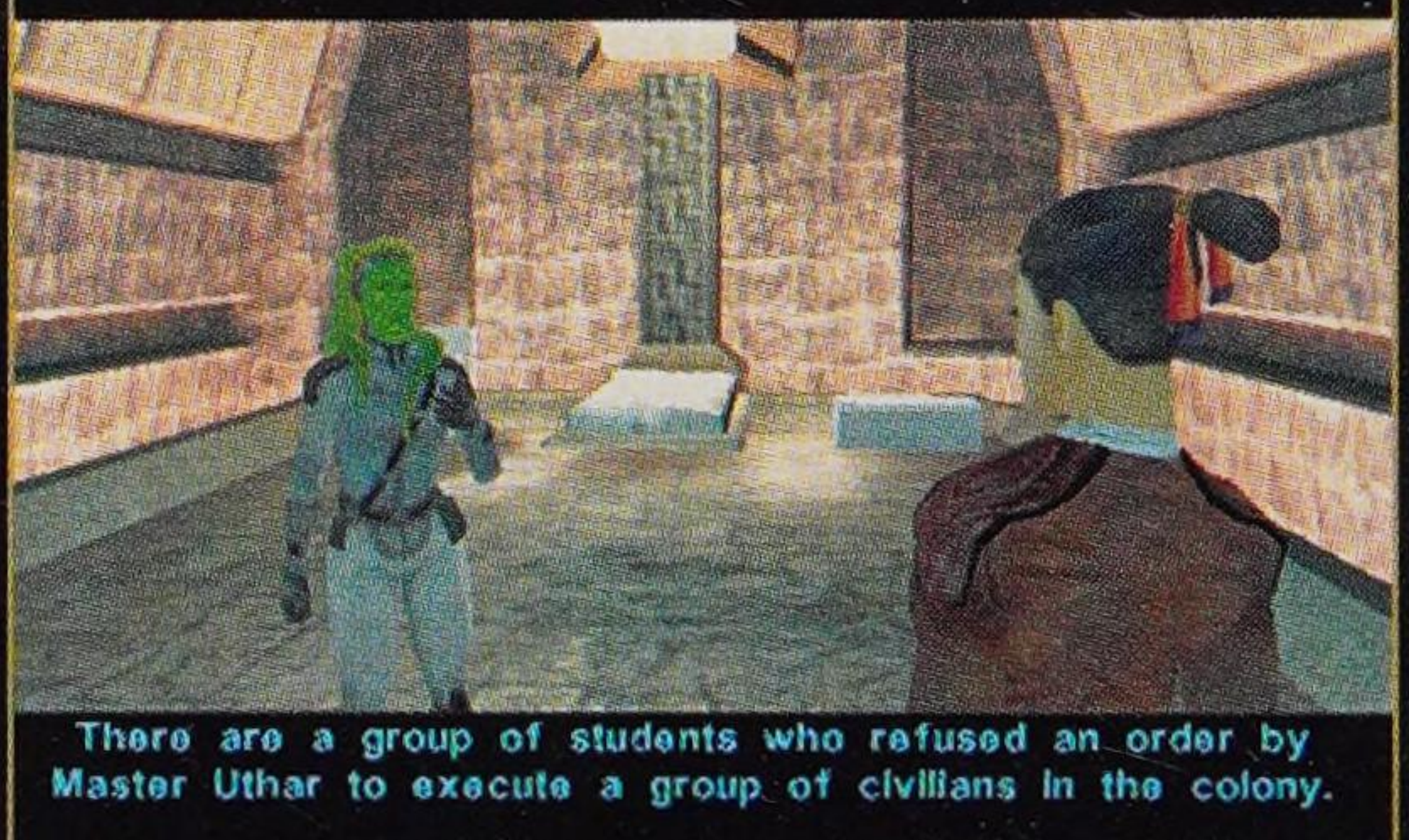
I'll just run along, now, and give this to Master Uthar. I'll be sure to tell him of your contribution, naturally.

And how can I be sure of that?
Wait. We'll go to Master Uthar together.
No way. I'll be taking the holocron back, not you.

Lashowe takes the credit for the holocron, unless you decide to take it yourself.

You earn a prestige point for bringing the holocron to Uthar; you also earn a point for killing Lashowe over her betrayal (whether in the valley or at the academy).

Quest 3: Renegade Sith



There are a group of students who refused an order by Master Uthar to execute a group of civilians in the colony.

Talk to the Sith teacher near the exit to Dreshdae, or talk to Yuthura about a group of Sith students that refused to murder innocent civilians and fled before they could be executed by their Sith teachers. The students have fled into the Shyrack Caves in the Valley of the Dark Lords.

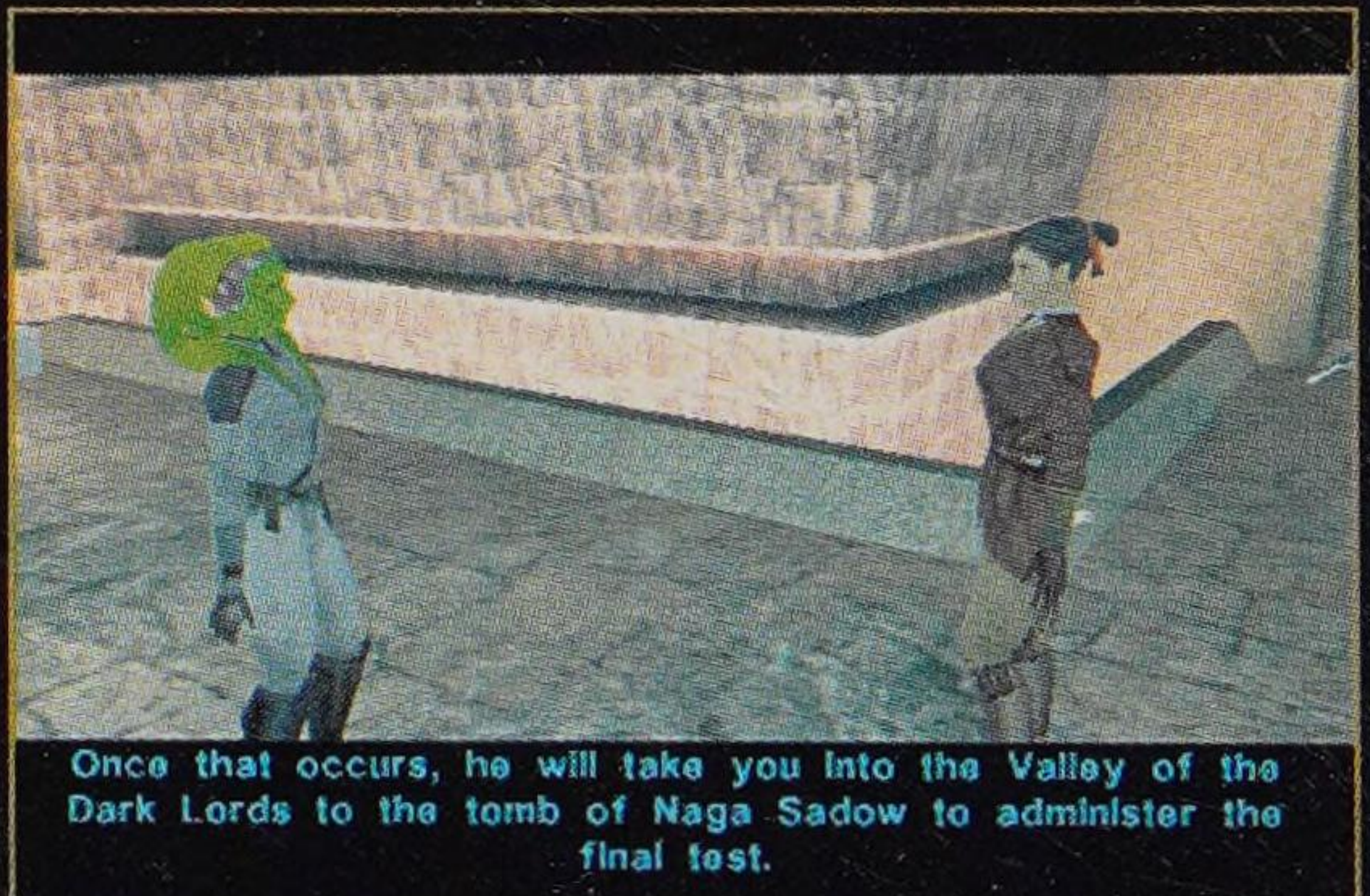
Search the south passage of the caves (Waypoint 1F) to find the renegade Sith, only three of which are still alive, and only one of which will speak with you. If you choose the light side and help the Sith escape, you must destroy the mighty tarentatek on the east side of the caves, across the bridge (Waypoint 1G).

TERENTATEK
ATTACK

Liberate the renegade Sith by slaying the monster on the bridge.

Return to the students after slaying the tarentatek and they make their getaway. If you prefer the dark side, slay the students after you discover them, threatening them beforehand for a little extra evil. Return to the academy and speak with Master Uthar for a prestige point; if you helped the students escape, lie about your actions.

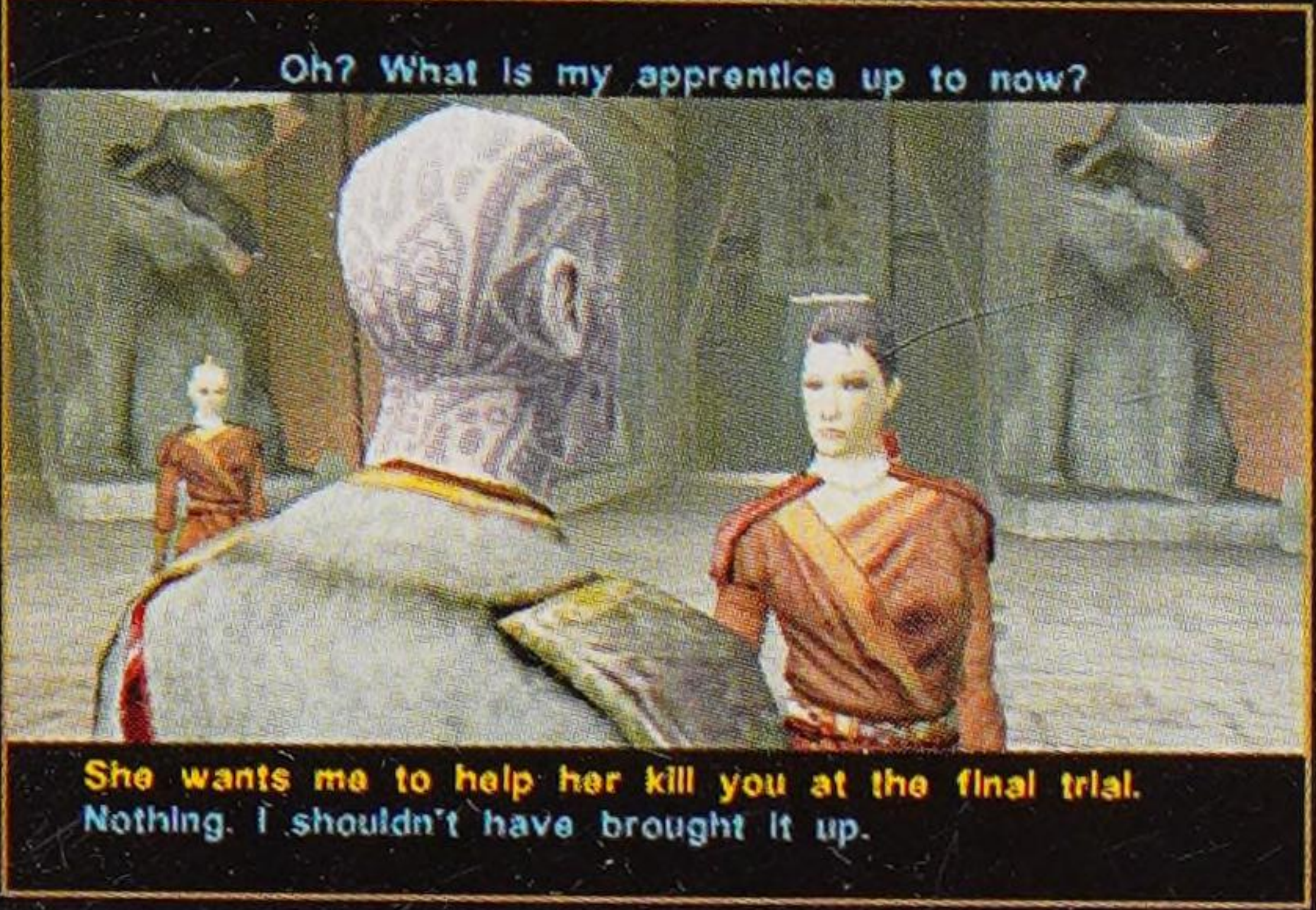
Quest 4: The Double-Cross



Once that occurs, he will take you into the Valley of the Dark Lords to the tomb of Naga Sadow to administer the final test.

You're automatically given this sidequest when you talk to Yuthura. You can accept the sidequest as is, or tell Uthar about Yuthura's plans, which activates the Double-Double-Cross Sidequest. If you intend to finish with a light side reward, and try to turn Yuthura to the light side, don't tell Uthar anything.

Quest 5: The Double-Double-Cross

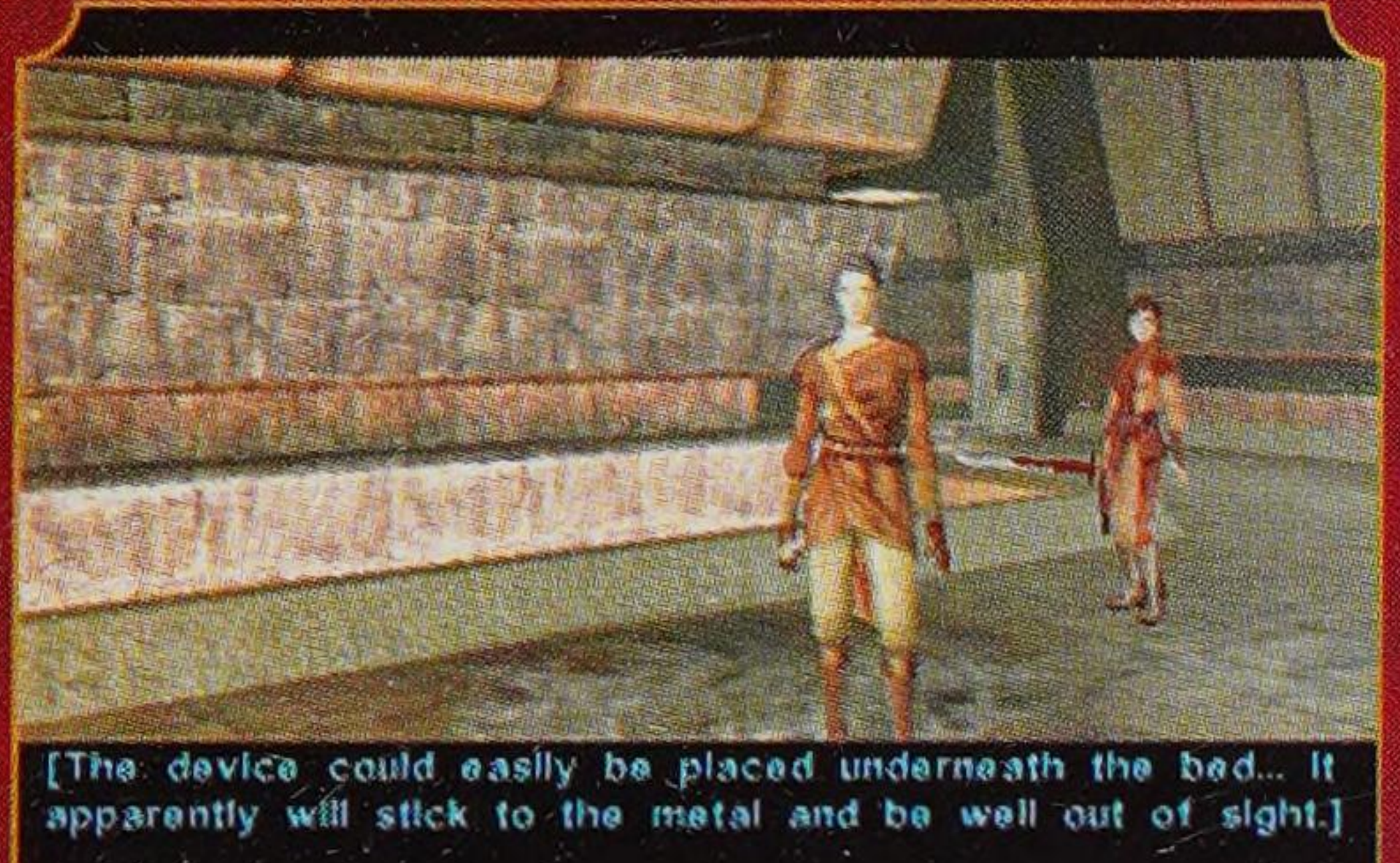


Oh? What is my apprentice up to now?

She wants me to help her kill you at the final trial.
Nothing. I shouldn't have brought it up.

If you tell Uthar about Yuthura's plan, he gives you a datapad and tells you to find a human named Adrenas in the library (Waypoint 1G). Go to Adrenas and give him the datapad to ensure that Yuthura will be poisoned.

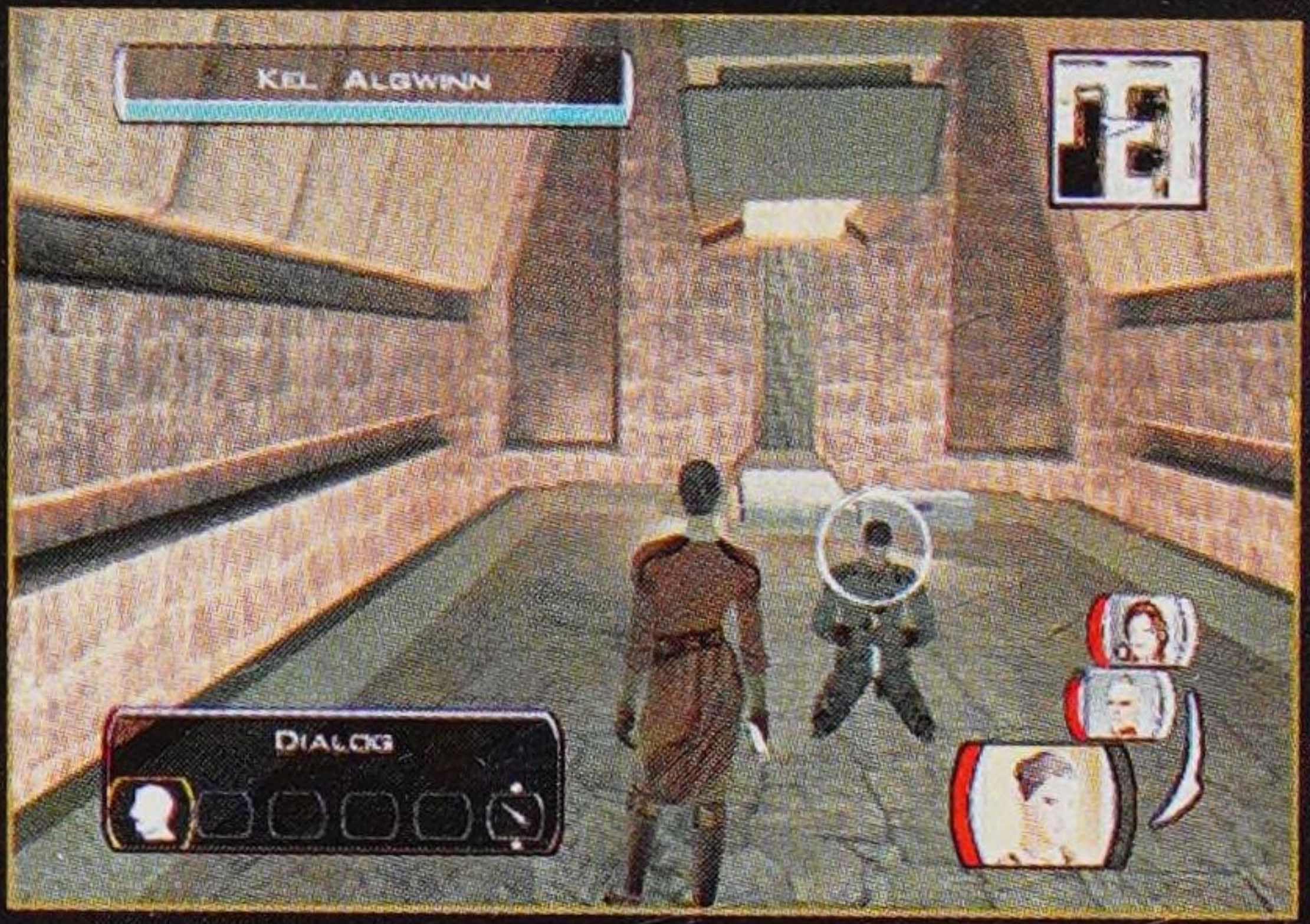
At this point, you can betray Uthar as well as Yuthura by returning to her and telling her that Uthar knows of her plot, without confessing that you betrayed her or that she's going to be poisoned. Yuthura gives you the key to Uthar's room (Waypoint 1H), and a poisoning device to plant in his bed. Head for his room and plant the device; now both Uthar and Yuthura will be weakened and easier to kill, when the time comes. (It should be obvious that the double-double-cross is an extremely dark side thing to do.)



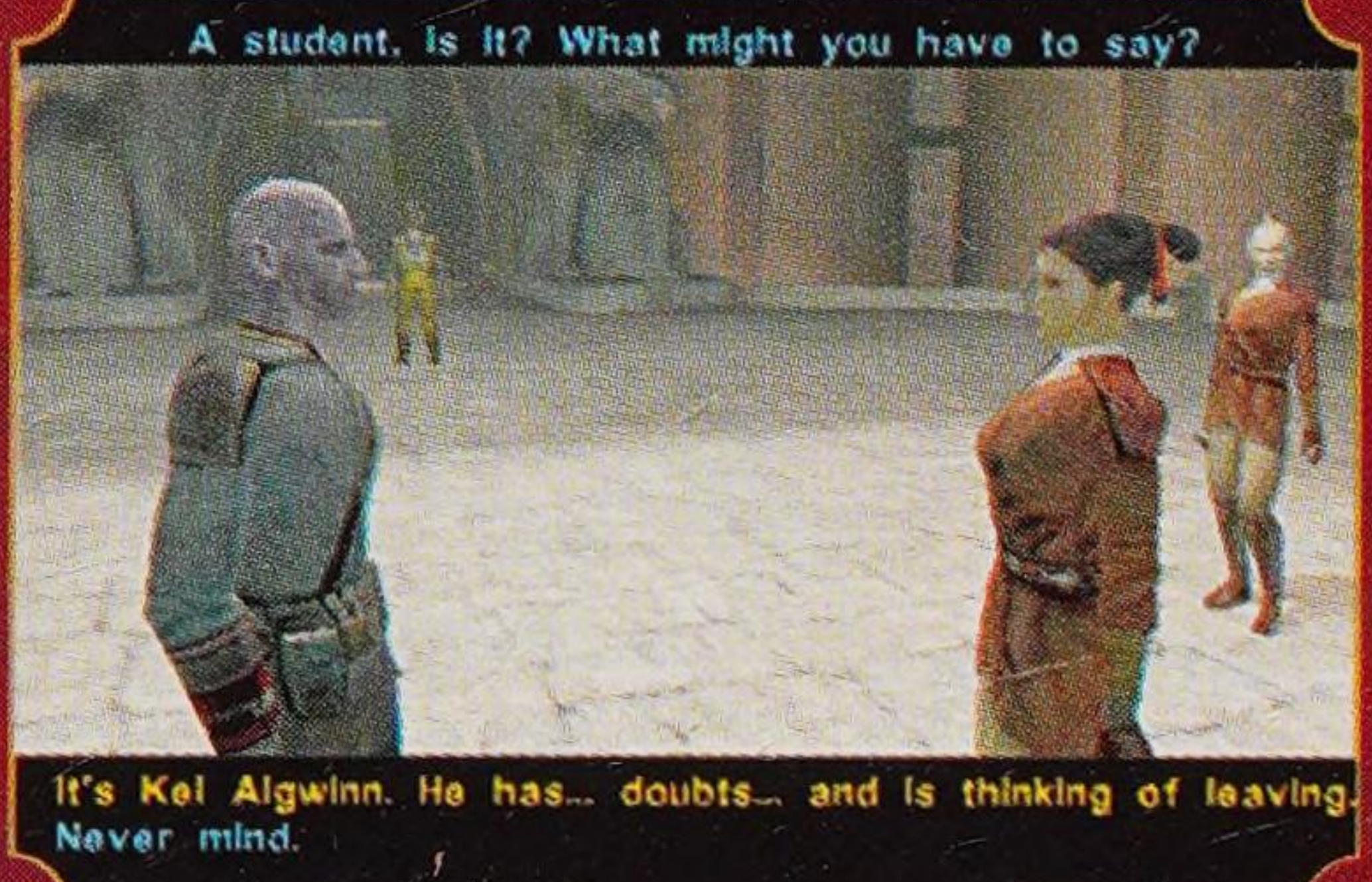
[The device could easily be placed underneath the bed... It apparently will stick to the metal and be well out of sight.]

Sneak into Uthar's chambers and plant a nasty bug in his bed.

Quest 6: A Doubting Sith



There's a Sith student named Kel Algwinn (Waypoint 1I) in the academy. Talk to Kel and persuade him into confessing his doubts about the Sith philosophy. There are three possible outcomes. For a light side bonus, advise Kel to leave the academy immediately and ditch his evil studies. For a dark side penalty, reassure Kel that studying the ways of the Sith is the right thing to do. Threaten and insult Kel to provoke him into attacking you, then kill him for a dark side penalty. Or talk to Uthar and tell him of Kel's doubts to earn a prestige point and a dark side penalty.

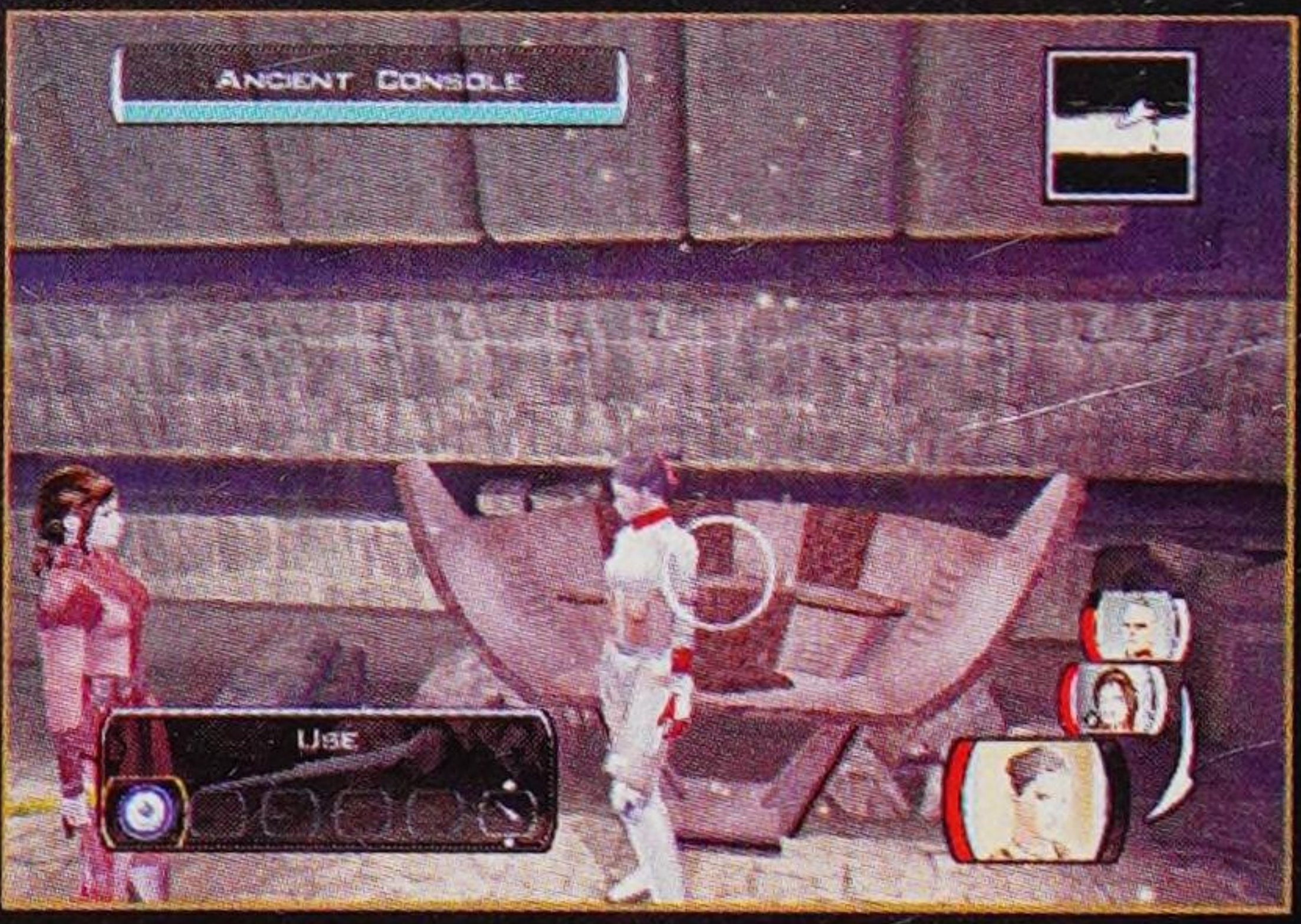


A student, is it? What might you have to say?

It's Kel Algwinn. He has... doubts... and is thinking of leaving.
Never mind.

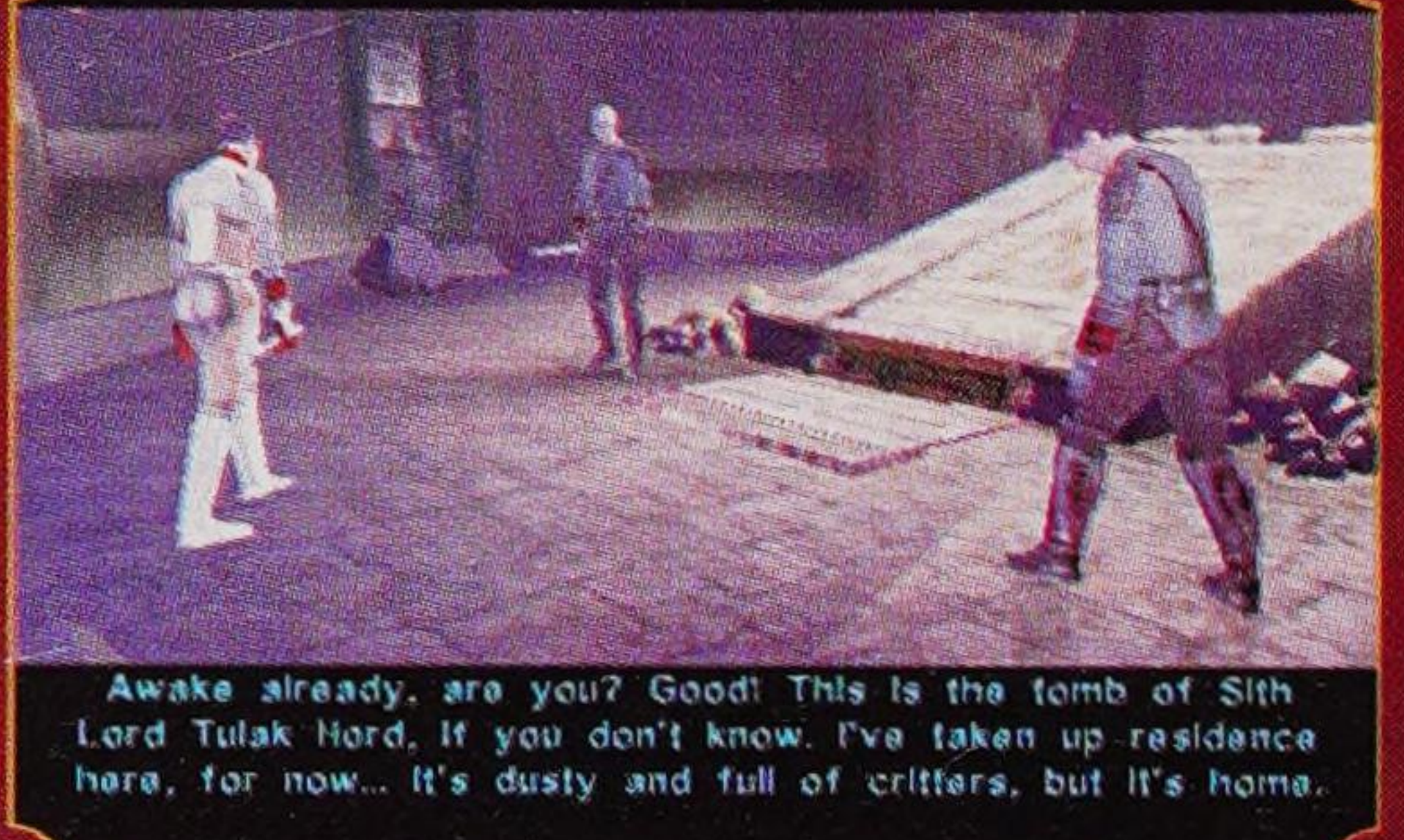
There are many ways to betray Kel and embrace the dark side.

Quest 7: The Hermit in the Hills



Talk to the lightsaber-wielding Sith teacher near the door to the valley to learn of Jorak Uln, a former master of the academy, who vanished into the valley and is rumored to live within one of the tombs. In fact, it's the tomb of Tulak Hord that Jorak now calls home.

There's a patrol droid (Waypoint 1K) at the entrance of the tomb. You can repair it (which requires one repair part) and send it into the tomb (six parts). At the eastern end of the tomb is an ancient console; use the console to open the door, and proceed forward. You're automatically knocked unconscious by a trap, and you wake up in the presence of the obviously insane Jorak (Waypoint 1L).



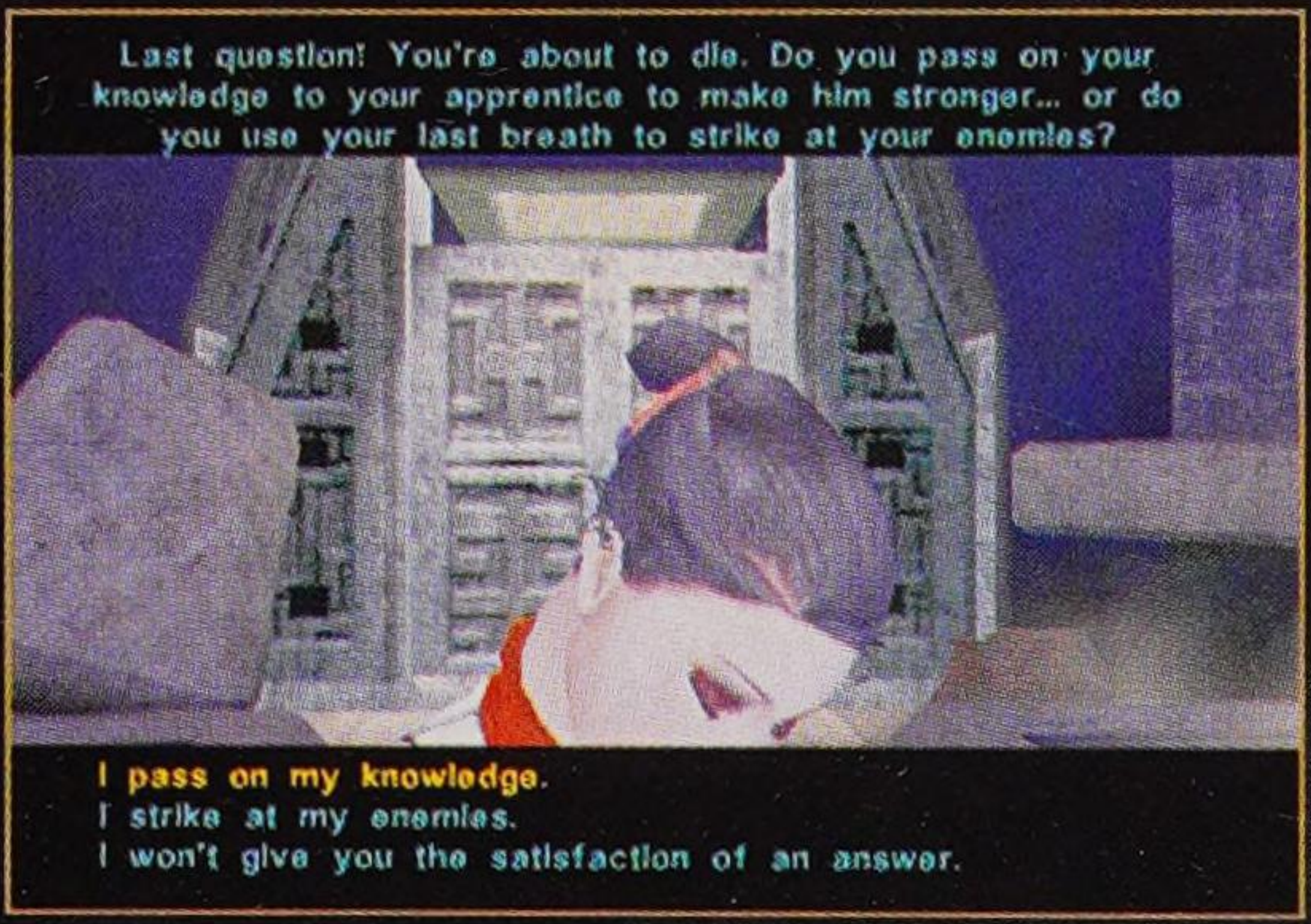
Awake already, are you? Good! This is the tomb of Sith Lord Tulak Hord, if you don't know. I've taken up residence here, for now... It's dusty and full of critters, but it's home.

Jorak Uln has long since descended into madness.

Jorak has also captured another student, the sadistic apprentice Mekel. Jorak explains that you're going to answer a series of questions about the nature of the Sith. For every question you answer correctly (with the evil response), Jorak will torture Mekel. For every question you answer incorrectly (the good answer), Jorak tortures you. As if the situation wasn't already dire, Mekel is already weakened and won't survive much more of Jorak's abuse. If you answer three questions correctly, Mekel dies, and a proud Jorak gives you an ancient Sith tablet with his musings on the nature of the dark side.

Here are the correct answers for all but the last of Jorak's questions.

1. I use the opportunity to kill him.
2. I take the reward and leave the weak fools to their fate.
3. I keep it to myself.
4. Kill him.
5. A true Sith never dies.

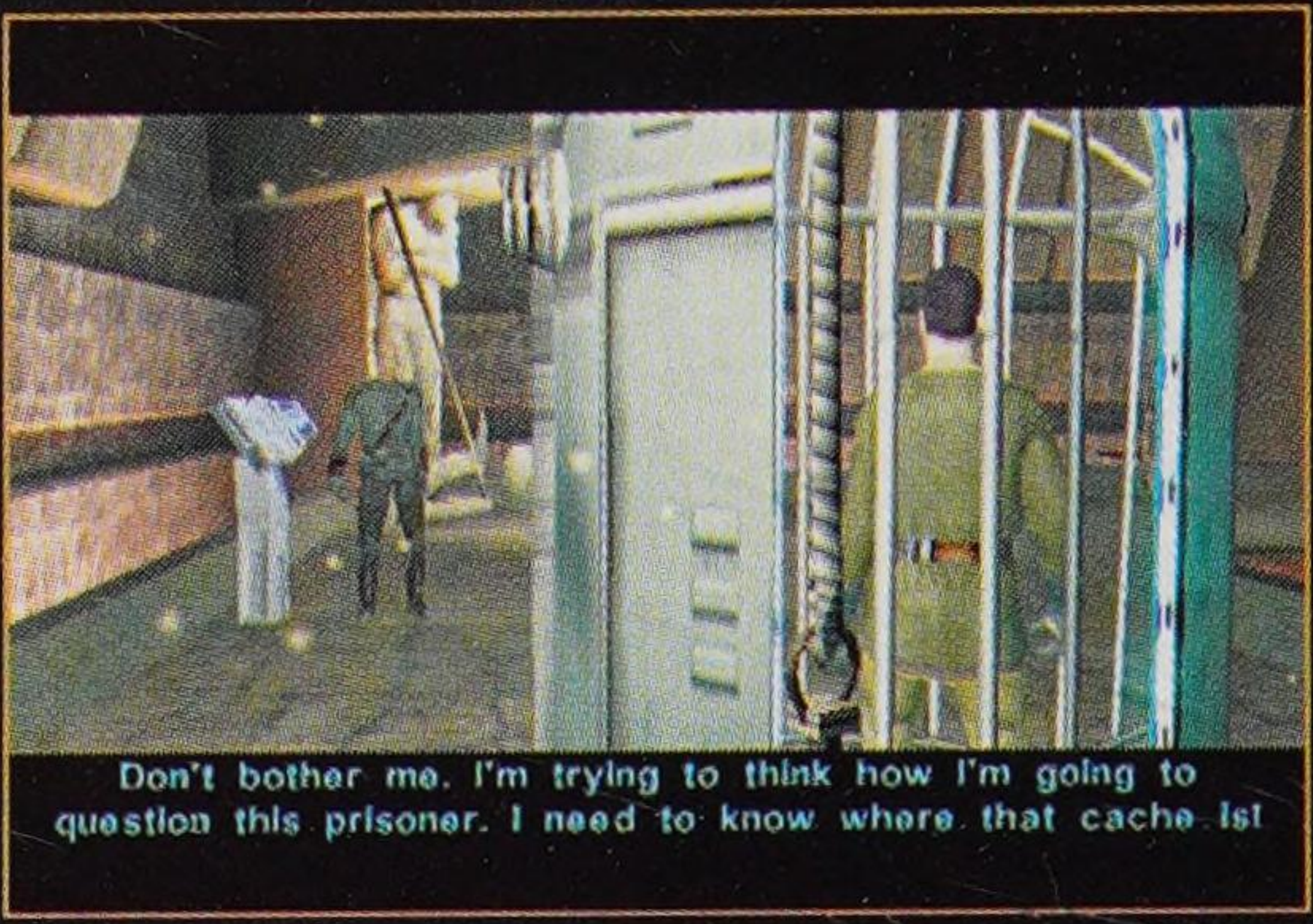

Last question! You're about to die. Do you pass on your knowledge to your apprentice to make him stronger... or do you use your last breath to strike at your enemies?

I pass on my knowledge.
I strike at my enemies.
I won't give you the satisfaction of an answer.

For a light side bonus, you must answer at least three questions incorrectly, so that both you and Mekel survive. An enraged Jorak attacks both of you, and Mekel comes to your defense.

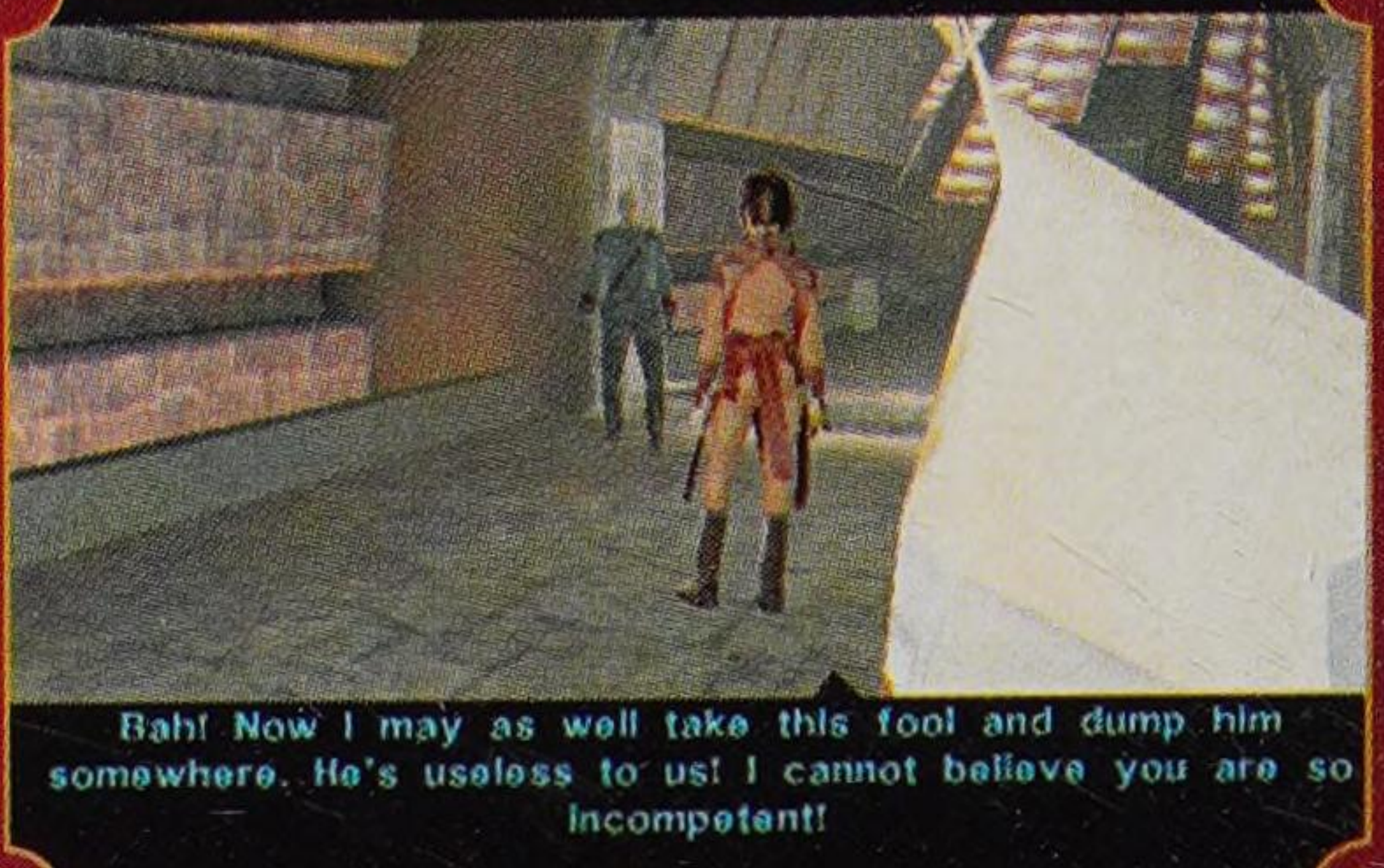
If you slay Jorak, you can let Mekel escape or kill him yourself. Take the tablet from Jorak's corpse and show it to Uthar for a prestige point.

Quest 8: The Mandalorian Weapons Cache


Don't bother me. I'm trying to think how I'm going to question this prisoner. I need to know where that cache is!

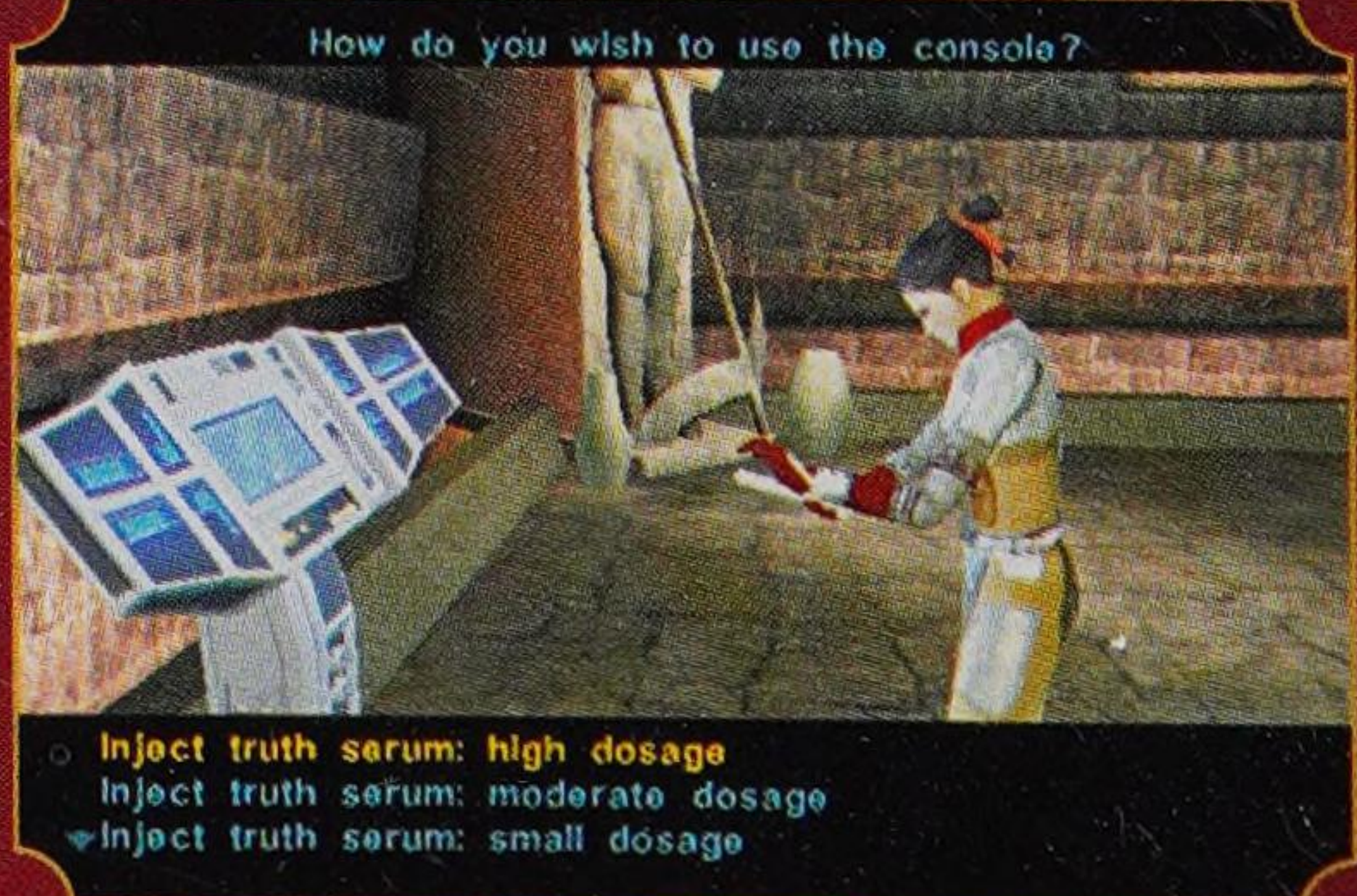
Go to the interrogation room of the academy (Waypoint 1M) and speak to the Sith torturer, who's having no luck in extracting information from the Mandalorian prisoner about his weapons cache. Agree to take over the torture process from the Sith, and he explains that you must use the computer to pump the prisoner full of drugs. The Mandalorian starts out at a "drug level" of zero, and the various injections you administer via the computer raise and lower that level. If you reach level 9, the prisoner spills his guts; if you hit level 10 or higher, the prisoner goes into shock and dies.

You can persuade the prisoner into realizing that you want to help him escape, at which point he says if you put him into a catatonic state, he can get away. This nets you a lovely light side bonus, and all you have to do is use the terminal and administer the catatonic drug. However, this requires high computer skills. Administer the drug and the Mandalorian drops into a coma, whereupon he's dragged off by the angry Sith.


Bah! Now I may as well take this fool and dump him somewhere. He's useless to us! I cannot believe you are so incompetent!

Put the Mandalorian into a catatonic state to save him from the Sith.

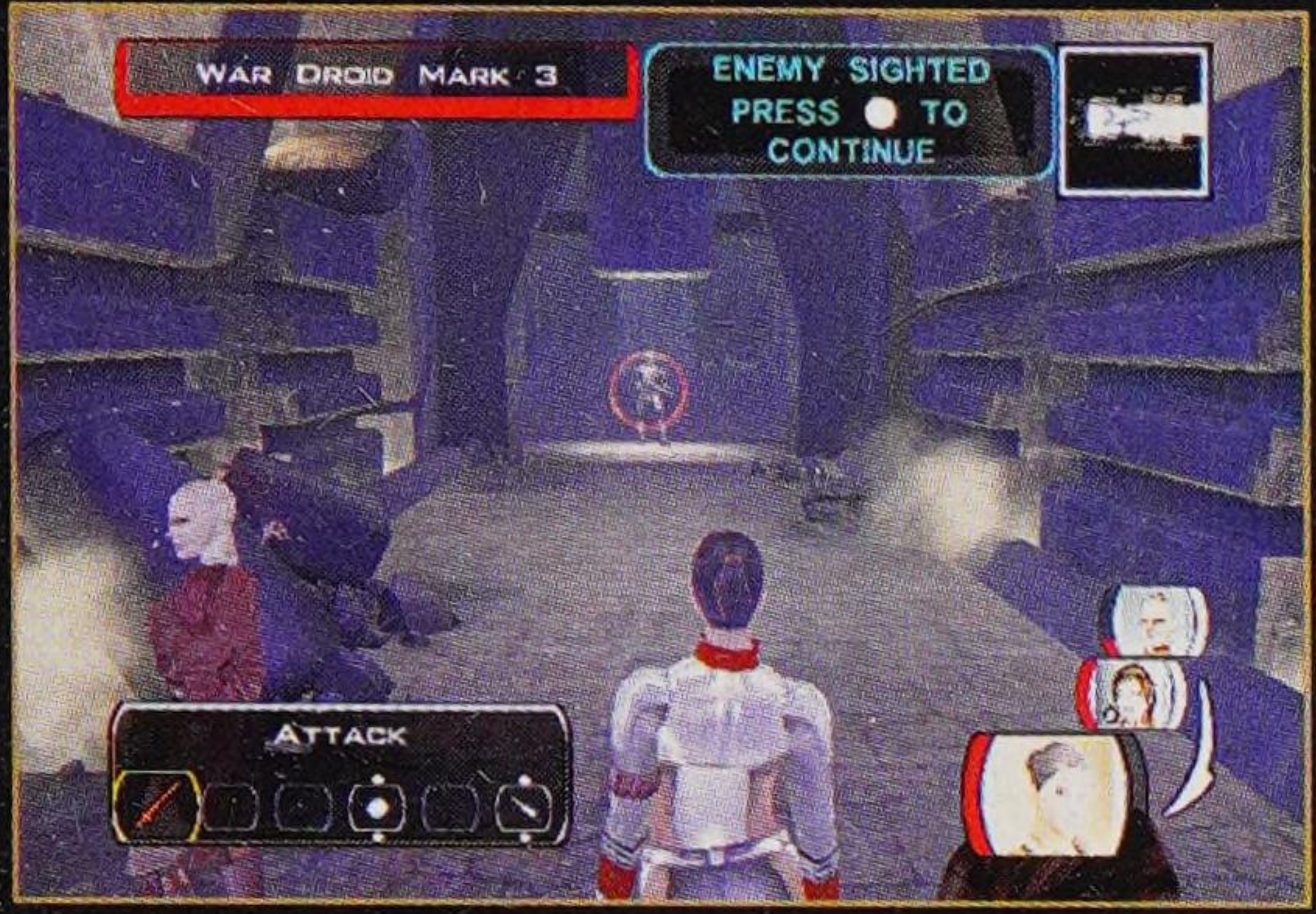
If you choose to extract the information from the prisoner, you must know the drug-level effects of the various injections. A high dose of truth serum raises the level by 5; a moderate dose of truth serum raises the level by 3; a small dose of truth serum raises the level by 2; a moderate anti-serum lowers the level by 2; and a small anti-serum lowers the level by 1. Thus, the quick-and-dirty method: high dose of truth (5), a small dose of anti-serum (4), and another high dose of truth (9). Upon your success, the interrogator decides to take credit; you can allow him to do so, or kill him to stake your dark side claim.


How do you wish to use the console?

Inject truth serum: high dosage
Inject truth serum: moderate dosage
Inject truth serum: small dosage

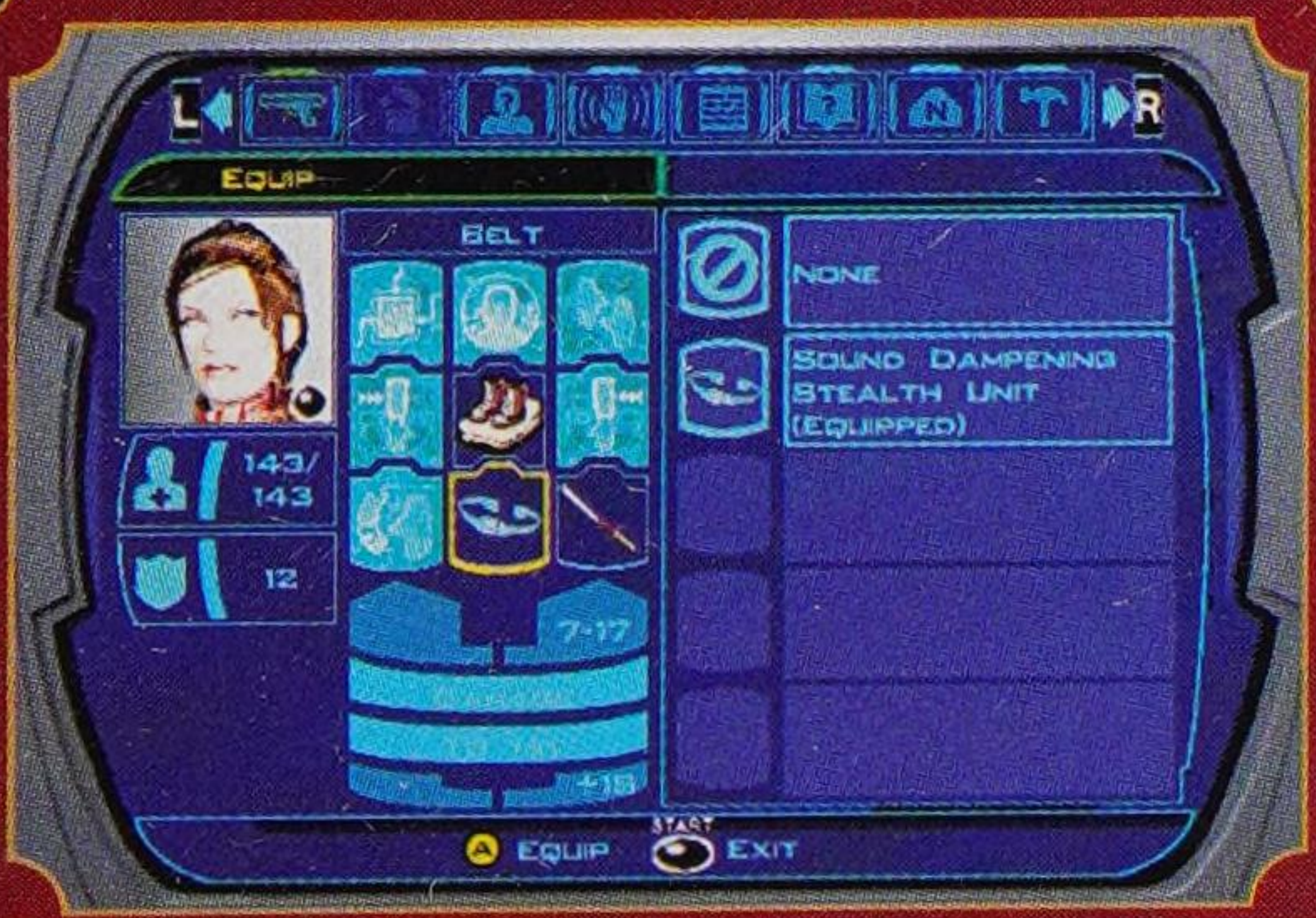
Take care not to induce an overdose.

Quest 9: Rogue Droid



Near the entrance to the tomb of Marko Ragnos is a Sith student (Waypoint 1N) who tells you about a rogue droid that holed up inside the tomb after killing its Sith masters. Rather than deal with the droid, the Sith have left its removal as a test for academy students.

Inside the tomb are several dozen war droids—Mark 3 versions near the entrance, then Mark 4 and Mark 5 versions as you delve deeper into the tomb. Near the entrance is a body with a data recorder and a sound dampening stealth unit. Put on the stealth unit (which is a belt) and use it to sneak past the droids. You don't need to equip and use the stealth unit until just before you proceed through the door at the hall's east end, but you might want to wear it sooner.



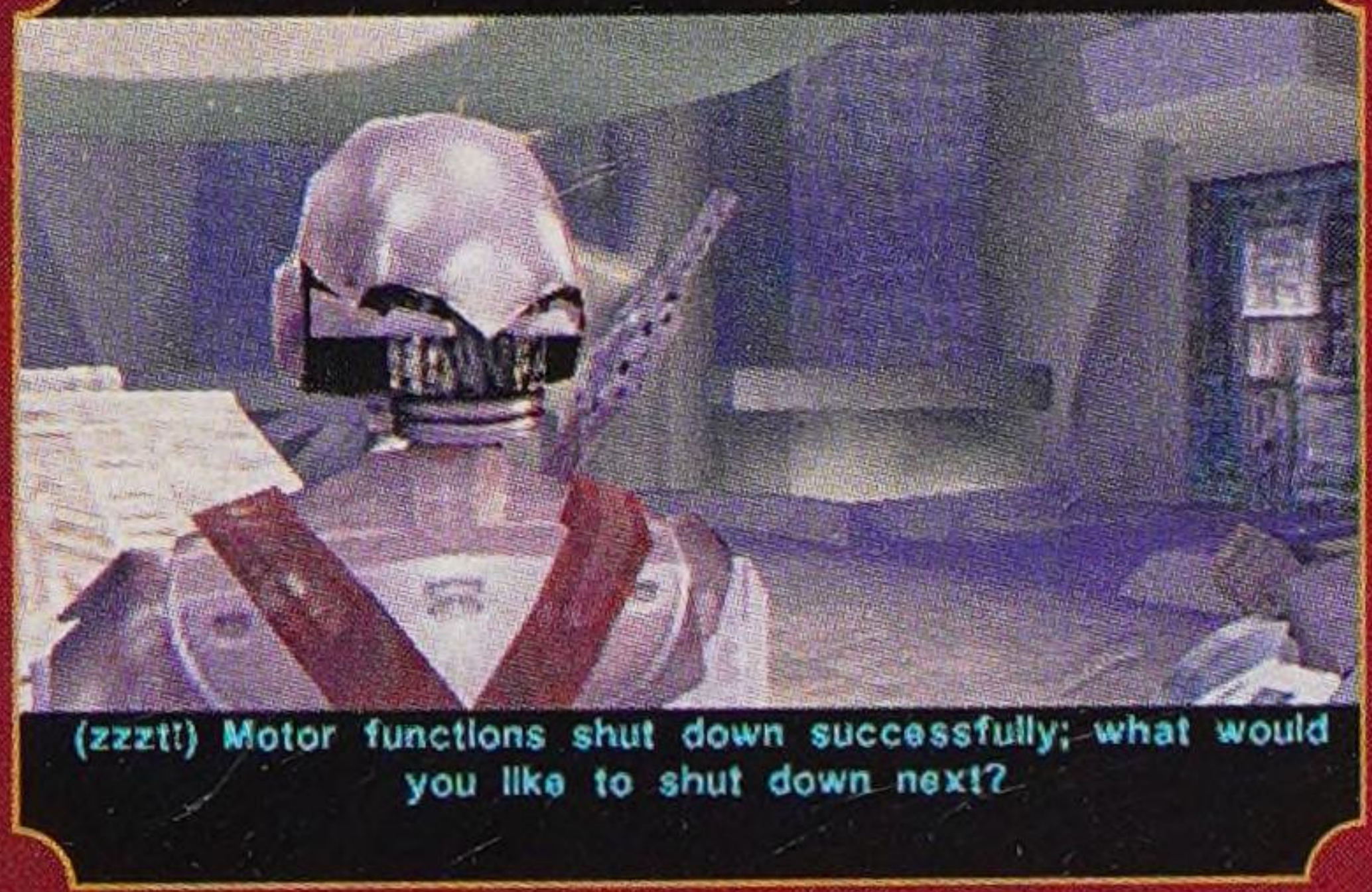
Use the stealth unit to pass the war droids.

If you go through the door without having equipped and activated the stealth unit, the rogue droid (Waypoint 1O) immediately attacks you. He has Force resistance and heavy armor, making him a very difficult adversary to destroy. If, however, you've equipped and activated the stealth unit, the rogue droid initiates a conversation and tells you of his sad history. You can attack the droid for a dark side penalty, or agree to turn off his "killer instinct" for a light side bonus.

You must disable the droid's systems in a certain order, and while you can make a few mistakes, make too many and the droid attacks. You also can ask for assistance and clues, but the more help you need, the fewer mistakes you can make. If you want to proceed without any mistakes, disable the systems in the following order:

- Combat matrix
- Motor function matrix
- Sensory systems matrix
- Memory matrix
- Cognitive systems
- Emotional construct matrix
- Creative simulation matrix
- Core

Now you can permanently disable the combat matrix, freeing the droid (light side), or activate the droid's self-destruct mechanism (dark side). If you take the light side path, the droid gives you several awesome droid items, such as droid heavy plating and an advanced flamethrower.

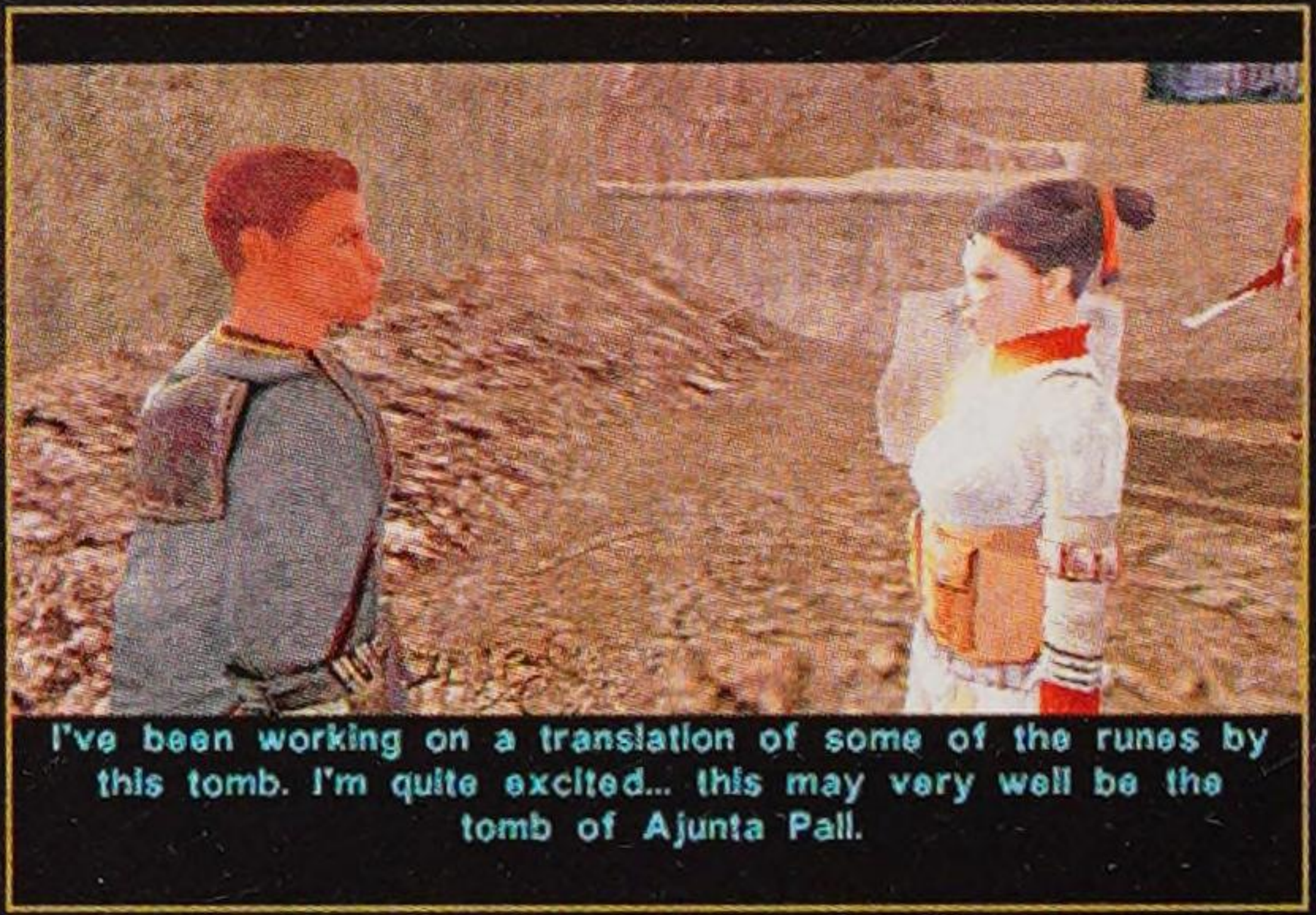


(zzzt!) Motor functions shut down successfully; what would you like to shut down next?

Liberate the rogue droid from his evil programming.

Return to Uthar and tell him that you destroyed the droid for a prestige point; if you chose the light side ending, you must lie about the droid's fate.

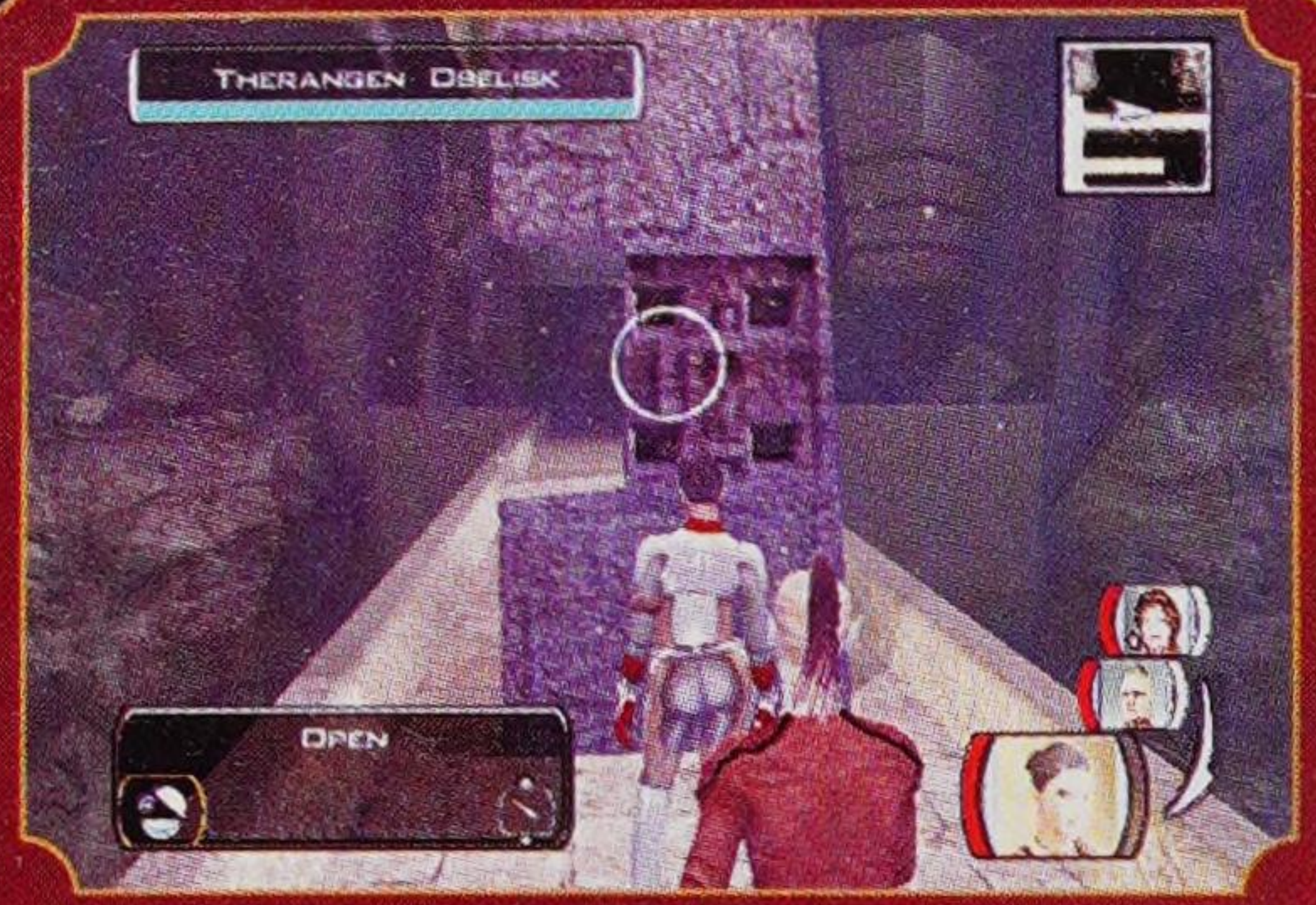
Quest 10/11: The Tomb of Ajunta Pall/The Sword of Ajunta Pall



I've been working on a translation of some of the runes by this tomb. I'm quite excited... this may very well be the tomb of Ajunta Pall.

You're told about the Sword of Ajunta Pall by a student in the Sith Academy and by a second student in the valley, near the entrance of the tomb of Ajunta Pall (Waypoint 1Q). To collect the sword, you must enter the tomb.

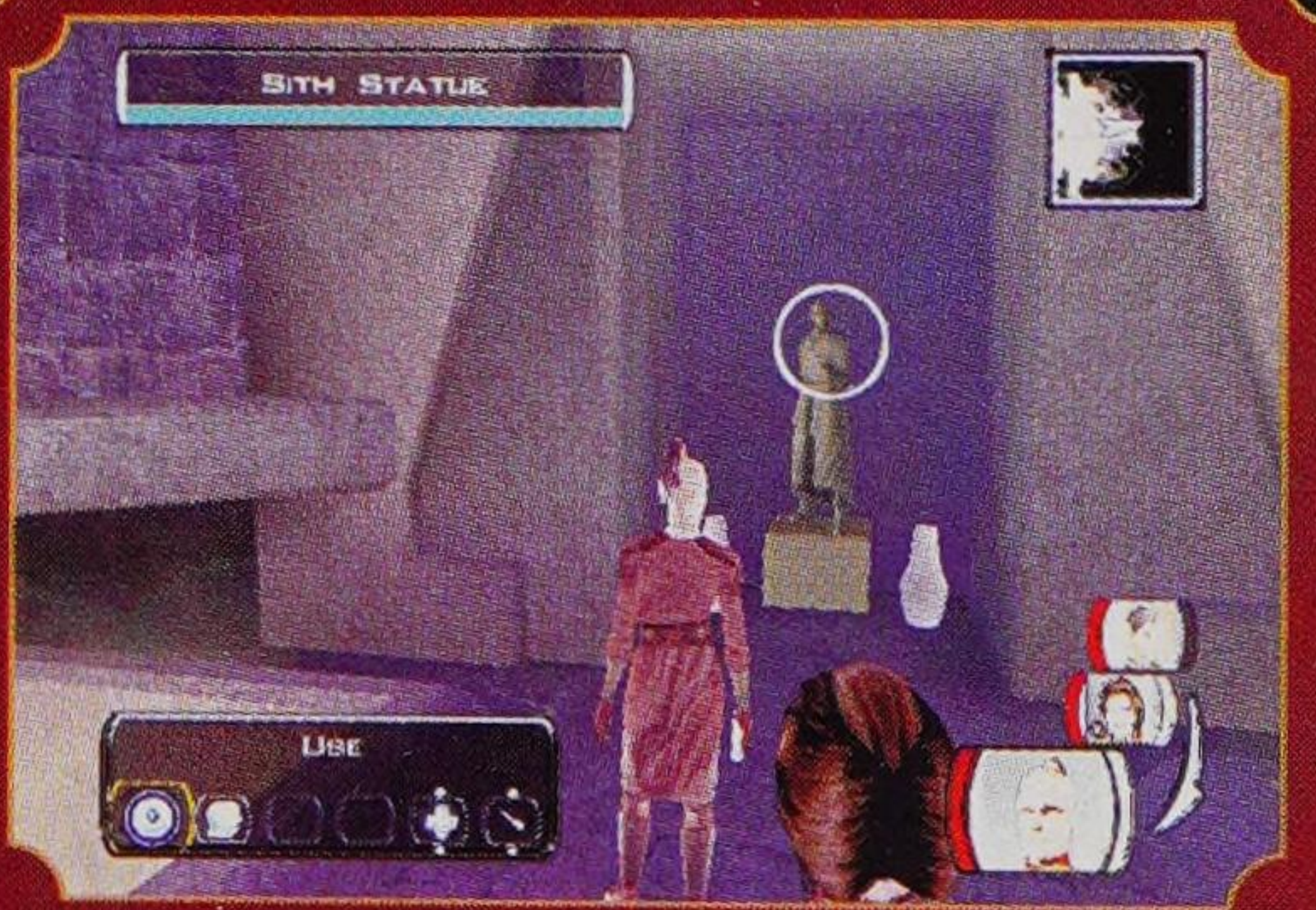
There are two doors within the tomb, and the second (Waypoint 1R) must be bashed or picked. Behind the second door is a group of hungry tuk'atas. On the west side of the bridge is a severed arm (Waypoint 1Q) with a datapad that discusses the obelisk blocking the bridge. There's also a Sith corpse (Waypoint 1R) with a datapad that theorizes that the pillar will react violently to fire. "Give" a plasma grenade to the obelisk to destroy it, then proceed forward.



The mighty pillar blocks your progress.

In the final chamber (Waypoint 1S), open the sarcophagus and take the three swords inside. Turn around to leave and the spirit of Ajunta Pall manifests in front of you. Talk to Ajunta about his sword. He gives you a clue about which of the three swords it is: "I am that which grips the heart in fright, hearkens night, and slices the light."

Go to the rear of the tomb and insert the notched steel sword, which is Ajunta's, into the Sith statue. Talk to Ajunta again, who says you can reclaim the sword and take it and the others with you. Be kind to Ajunta during your conversations or you'll provoke him into attacking. (Choosing the wrong sword also earns Ajunta's wrath.) Light side players can convince Ajunta to return to the Force.



Place the proper sword into the Sith statue to please Ajunta.

After you leave the tomb, the Sith student named Shaardan is waiting for you at the exit. You can give him the real sword of Ajunta Pall, give him one of the other swords, or simply kill him. If you give him one of the "false" swords, the next time you visit Master Uthar in the Sith Academy, you watch as Shaardan is killed for his stupidity.

Main Quest Path

The three remaining quests are required to complete Korriban, although you may return to the *Ebon Hawk* and leave at any time. The reward for finishing the tasks outlined below is the ability to download another star map to your datapad and add it to your ship's trajectory computer. The quests are placed together in a continuous "Critical Path." When each main quest is complete, it is noted in the walkthrough. Below are quick notes on how to complete each remaining main quest portion:

Enter the Sith Academy (Main Quest)
~ Gain entry to Sith Academy.
The Way of the Sith (Main Quest)
~ Earn five prestige points with Master Uthar.
Star Map: Korriban (Main Quest)
~ Enter the tomb of Naga Sadow to find the star map.

Action 1: Enter the Sith Academy

There are two ways into the Sith Academy. Speak with Yuthura (Waypoint A) in the cantina, and persuade or lie to her to convince her that you'd make a fine Sith. If your smooth talking doesn't work, earn a Sith medallion and show it to her. Go to the guard at the entrance of the Sith Academy (Waypoint B) and speak to him, then return to Dreshdae and walk through the halls to trigger two encounters with Sith students.

In the first encounter, you're challenged to a fight by a group of Sith thugs. Slay the Siths and take the medallions to gain entry into the academy through Yuthura.

In the second encounter, which occurs only if you decided against fighting the thugs in the first encounter, you witness a Sith as he murders one student and threatens another. Whether or not you come to the woman's rescue—and you should if you want a light side bonus—the Sith attacks you.

Action 2: Welcome to the Academy

After swaying Yuthura with persuasion or a medallion, you're admitted into the Sith Academy and greeted by Master Uthar Wynn (Waypoint C), who explains that only one of the five students standing before him will "graduate" from the academy. At the conclusion of Uthar's pep talk, you automatically head for your room.

Leave your room and speak with Yuthura (Waypoint D), who waits for you outside. She confesses that you're her favorite, and that she believes your combined power will be enough to kill Uthar when he travels to the tomb of Naga Sadow ... where the star map can be found! You can't disagree with her plan, but you can lie that you agree in order to preserve your light side status. You can question Yuthura about her background, but she won't reveal much. You can befriend her if you ask about her past three times. (Persuade her with the third inquiry.) Make friends with Yuthura and you have a chance to turn her back to the light side near the end of the adventure (if you don't poison her and kill her in combat). Keep talking to Yuthura to be assigned three sidequests: Double-Cross, Aiding Lashowe, and Renegade Sith.

Action 3: Earning Prestige

To earn Master Uthar's respect, you must earn five "prestige points." Most of the sidequests award you one prestige point each, but some of them also tag you with dark side penalties, so carefully choose your sidequests if you're trying to stay on the light side.

When you've earned enough prestige, Uthar congratulates you for your hard work and sends you to your room to rest. Return to the center of the academy and speak with him again to head for the tomb of Naga Sadow.

Action 4: The Way of the Sith

Uthar and Yuthura wait for you at the entrance to the tomb, sending you inside to pass your final test. At the start of the tomb are several wraids; defeat them and head into the west chamber (Waypoint E), where two tarentateks guard the level that opens the next door. You can try to sneak past the monsters with stealth, but you'll likely have to fight them. Behind the locked door are two pillars: the Pillar of Fire and the Pillar of Ice (Waypoint F). Open them and take the special cold grenade and special fire grenade.

Outside the door to the east chamber (Waypoint G) is a "Tower of Hanoi" puzzle; transfer the four energy discs from the left pillar to the right pillar to open the door and enter the tomb, which contains Saga Nadow's poison blade. The red disc is the top system, the green disc is the mid-upper system, the yellow disc is the mid-lower system, and the blue disc is the base system. Here's the solution:

Top system from left to middle.

Mid-upper system from left to right.

Top system from middle to right.

Mid-lower system from left to middle.

Top system from right to left.

Mid-upper system to right to middle.

Top system from left to middle.

Base system from left to right.

Top system from middle to right.

Mid-upper system from middle to left.

Top system to right to left.

Mid-lower system from middle to right.

Top system from left to middle.

Mid-upper system from left to right.

Top system from middle to right.

Now head for the south chamber, and you're stopped short by a large pool of acid (Waypoint H). If you throw the special fire grenade into the acid, the pool evaporates into a cloud and destroys you. Use the special cold grenade instead to freeze the pool. Proceed south to find the star map (Waypoint I) and a Sith lightsaber inside the Sith statue at the back of the room.

Return to the acid, where Uthar and Yuthura are waiting. Yuthura makes her move, telling Uthar that he's old and weak and that it's time for a new leader. Here are the three outcomes:

1. You side with Yuthura against Uthar. If Uthar was poisoned, he feels the effects and is weakened. Once Uthar is killed, Yuthura turns against you. If Yuthura was poisoned, she feels the effects and fights to the death. If Yuthura was not poisoned, she surrenders after you drive her down to one HP. You can finish her off, release her (in which case she returns to the academy to take the mantle of leadership), or redeem her back to the light side (but only if you befriended her in the academy). If you redeem Yuthura, she leaves and heads for Dantooine.
2. You side with Uthar against Yuthura. If you befriended her in the academy, she's shocked by your betrayal. If you poisoned her, she'll feel the effects. When Yuthura is killed, Uthar speaks to you. If he was poisoned, he feels the effects and attacks you. If he wasn't poisoned, Uthar expresses his suspicions and attacks unless (and only if) you told Uthar about Yuthura's treachery and took it no further. So, if you didn't tell Uthar about Yuthura at all, or you went back to Yuthura and told her of Uthar's plot, Uthar attacks. If Uthar doesn't attack, you can kill him anyway, or let him return to the academy.
3. You betray both Uthar and Yuthura. If you befriended Yuthura, she's shocked. If either or both characters were poisoned, they feel the effects before attacking you. If you kill both of them, you also have to fight through the entire Sith Academy, starting with the Sith apprentices in the valley. This is obviously a very difficult gauntlet to run. After you reach Dreshdae, the attacks cease.

Return to the *Ebon Hawk* and choose your next destination.

The Leviathan

Mission Overview

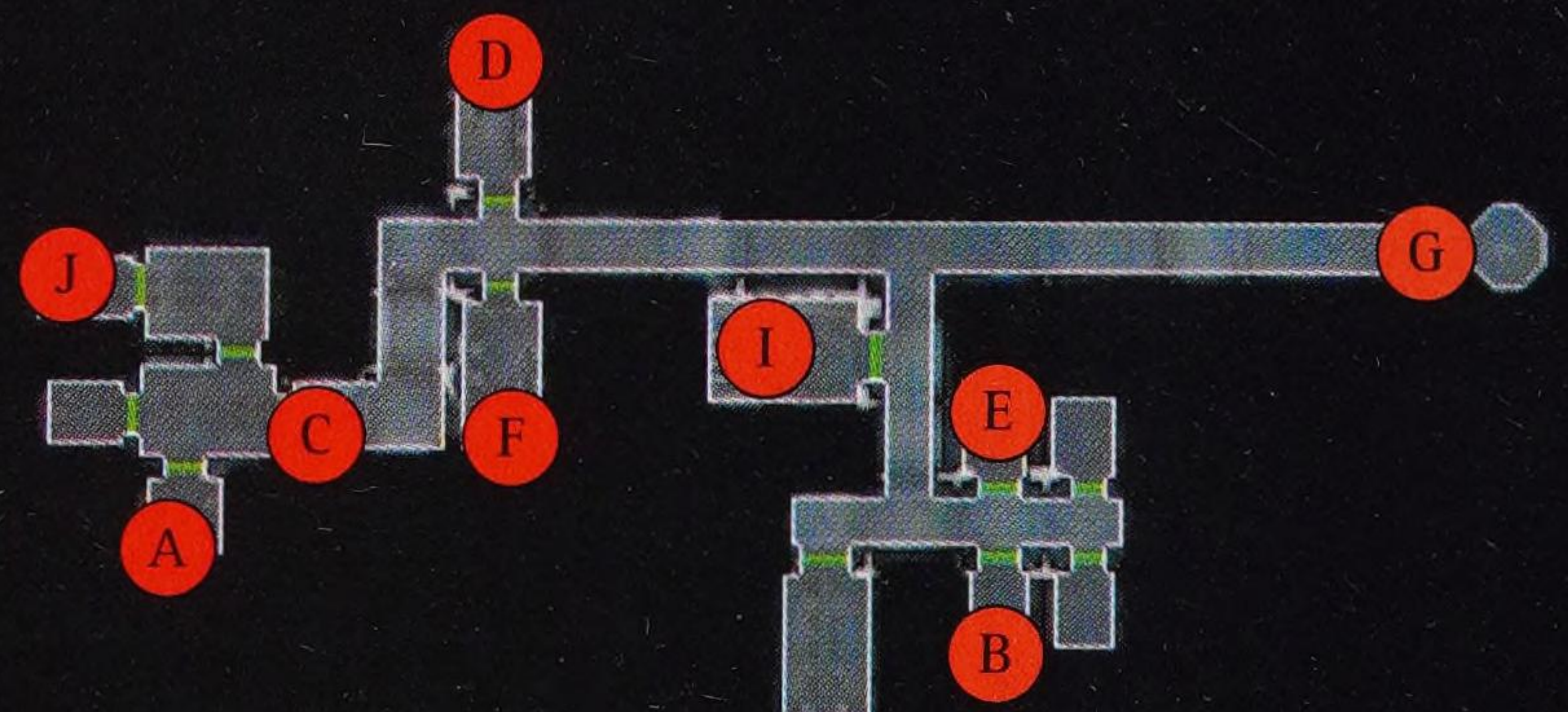
After you obtain three of the four star maps from the planets and enter hyperspace, the *Ebon Hawk* is intercepted by an *Interdictor*-class ship known as the *Leviathan*, captained by Saul Karath. Karath is Carth's one-time mentor and now the admiral of the Sith fleet, and Carth harbors hatred for Karath's treachery. There's no time for this past history however, as a tractor beam is pulling in the *Ebon Hawk*, and your crew is about to be detained and interrogated! You must find a way to rescue the imprisoned party members, then devise an escape from this gargantuan battle cruiser.

CAUTION

Warning to all Jedi adventurers! Numerous plot revelations are contained in the remaining walkthrough sections. These pages are marked by a red tab. Read on at your own discretion!

Area Overview 1: The *Leviathan*—Prison Block

Prison Block

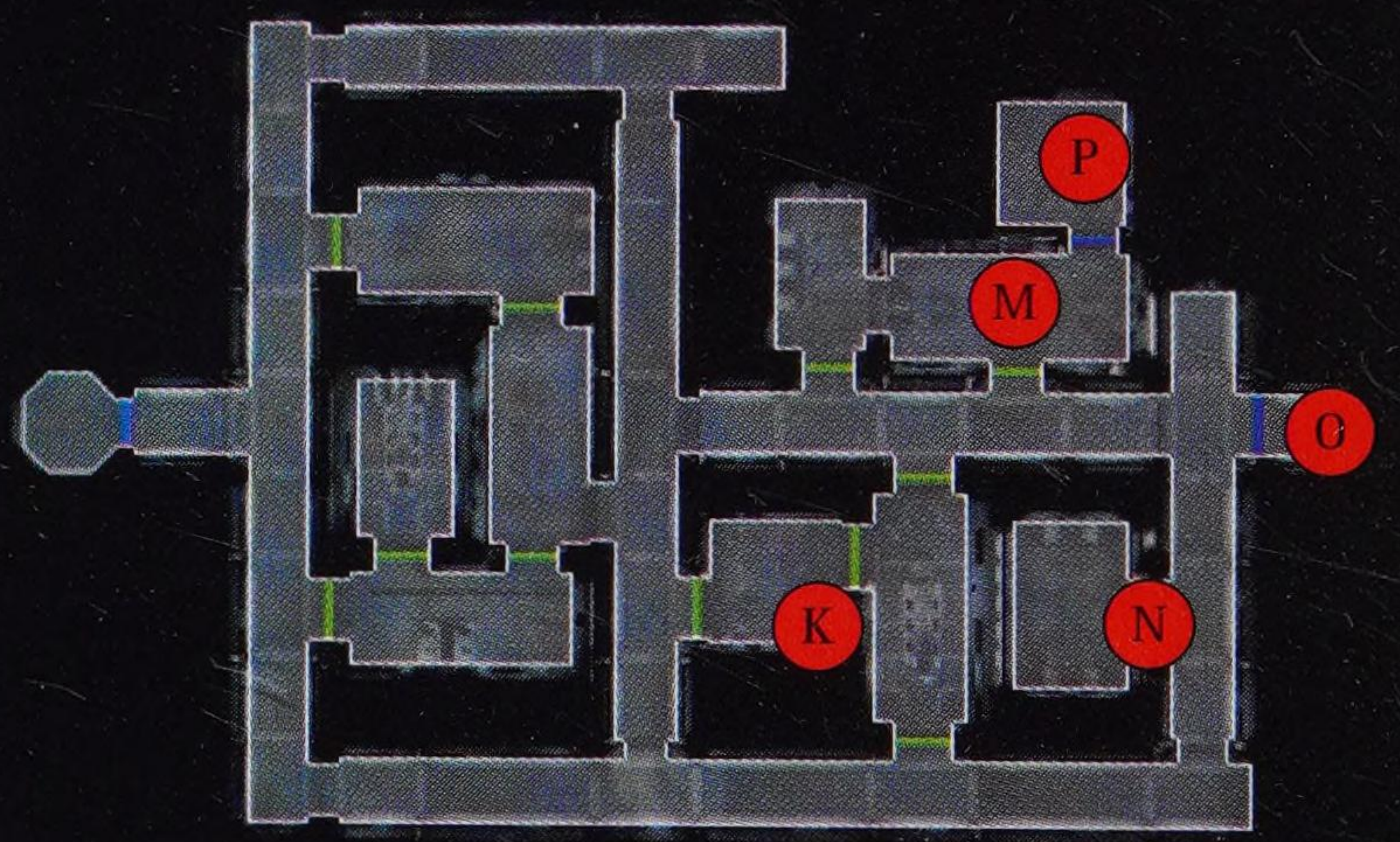


CELL DOOR
OPEN

This portion of the ship houses prisoners the Sith have taken, and is divided into three main areas, with an elevator connecting the level to the command deck (above) and hangar (below). You begin your adventure here—explore the area before leaving. The west end of the level holds the torture chamber and other cells for the most-wanted enemies. The other two main areas consist of a barracks, four cells, and a control room. There's also a medical bay and a droid bay, plus numerous crates and containers in every room and wall.

Area Overview 2: The *Leviathan*—Command Deck

Command Deck

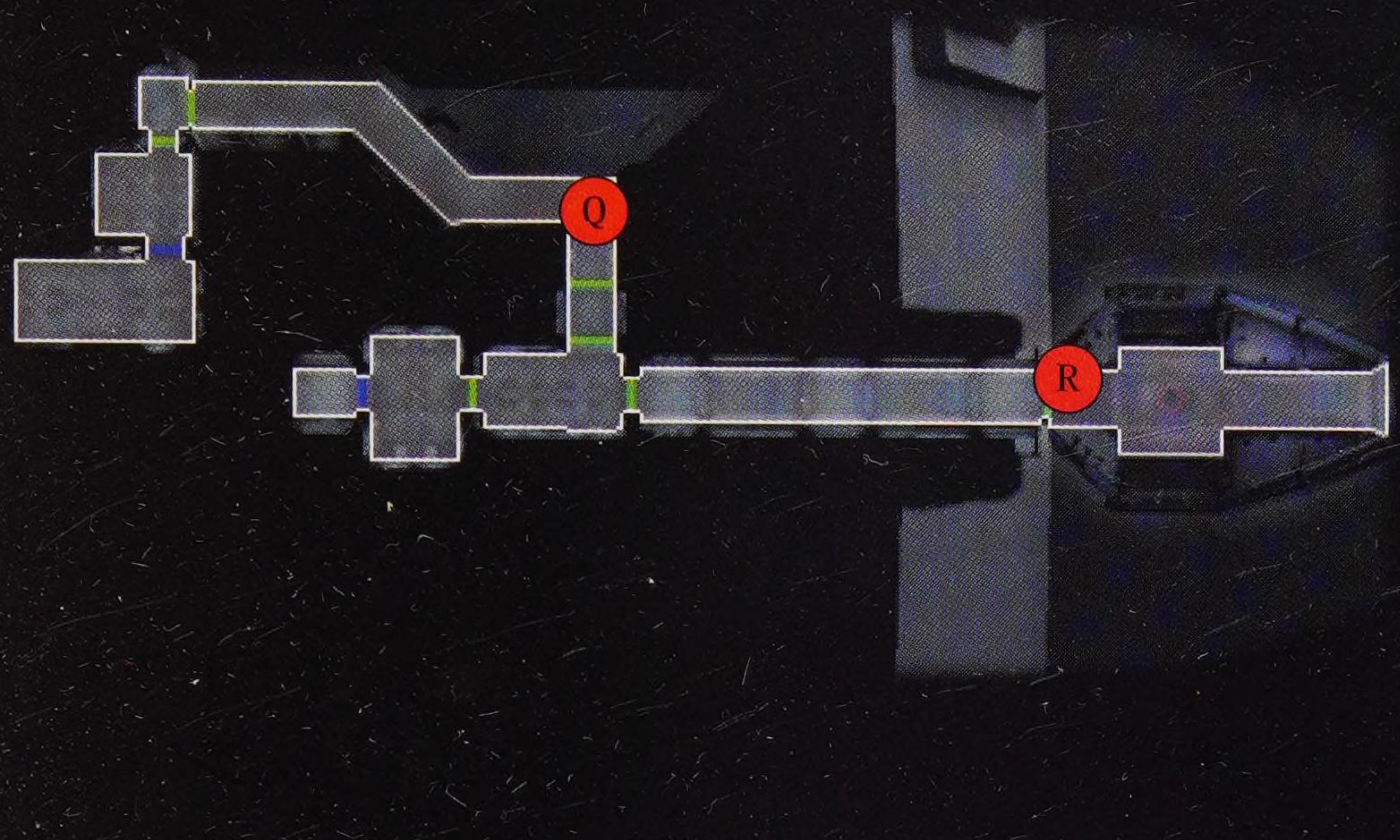


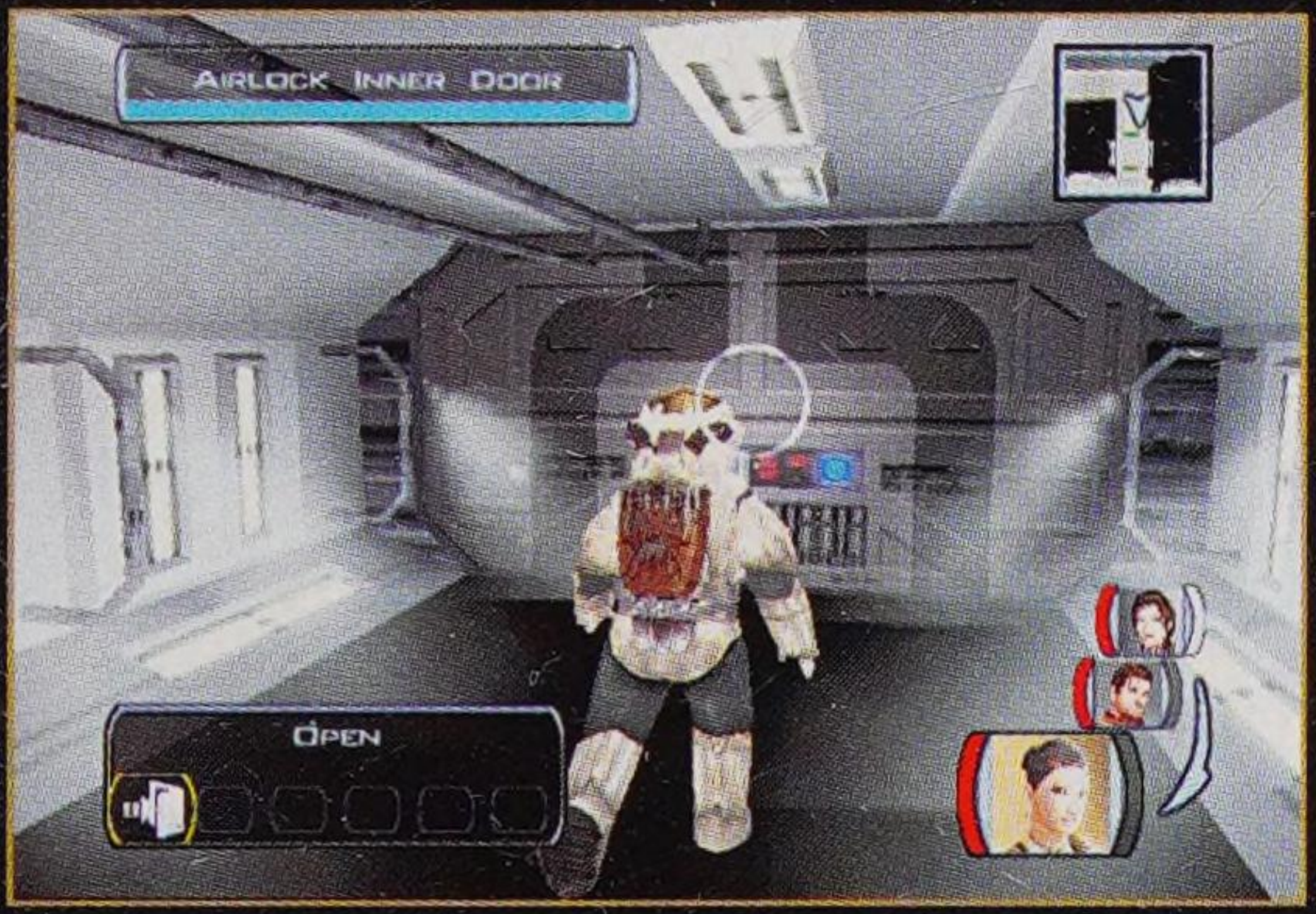
SITH GUARD
ATTACK

The most densely populated and deadly parts of the *Leviathan*, these rooms that house barracks, a medical bay, an armory, and a droid bay (plus other assorted rooms) are inhabited by Dark Jedi and Sith soldiers of various levels of competence, carrying a variety of light and heavy weapons. Engage all that you see, unlock the doors to the armory and the storage room, collect space suits from the armory, then head toward the exterior of the craft, as the direct route to the bridge is blocked. You return here to find the elevator to the hangar after your battle against Karath.

Area Overview 3: The *Leviathan*—Bridge

Bridge

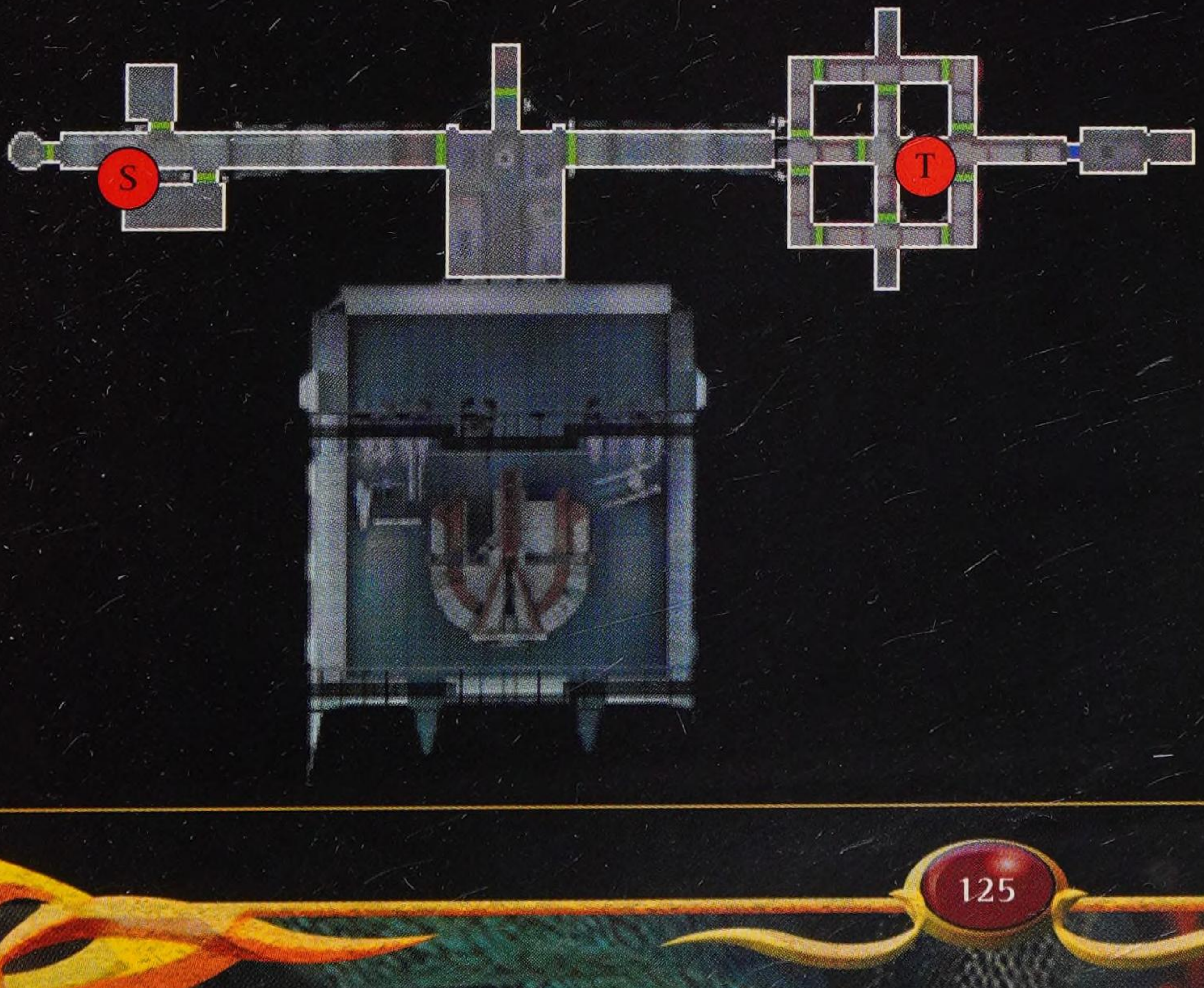


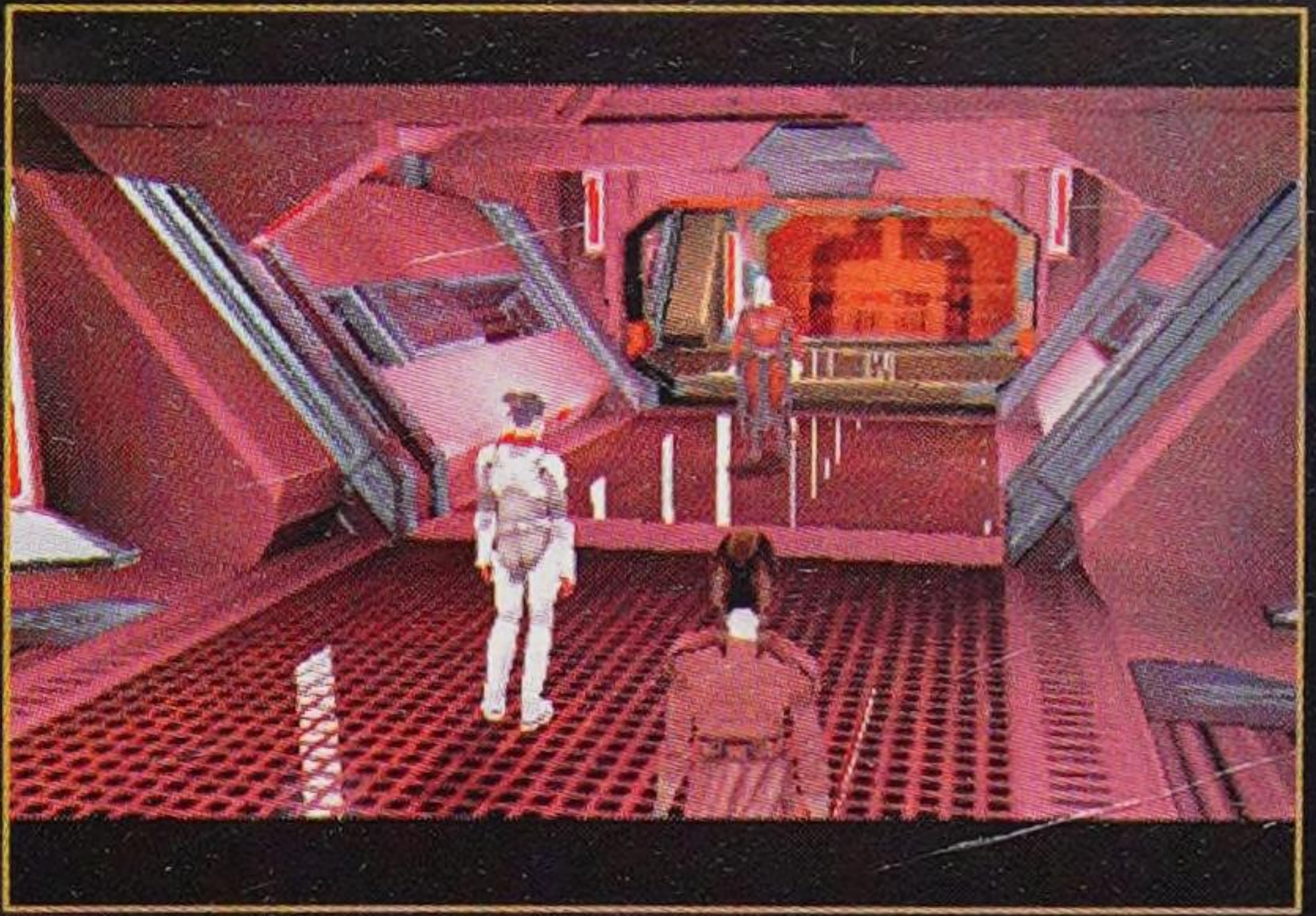


Enter the airlock and spacewalk to the bridge entrance. Enter the bridge and face Admiral Saul Karath and his bodyguards. Defeat them. Once defeated, Karath and his troops pose little threat. Switch the computer so that the hangar doors are open and the shields are down, then flee this area, into the command deck, then down to the hangar.

Area Overview 4: The *Leviathan*—Hangar

Hangar





The final area of the *Leviathan* is the most deadly, not least because of the powerful Dark Jedi that lurk here. After battling through to the hangar bridge, you encounter Darth Malak and uncover a shocking secret that you are unprepared for (only Bastila knows this truth ahead of time). After escaping Malak's clutches, run to the hangar, and boost out of the *Leviathan*.

Quest Overview

There is one overriding quest to complete inside this gigantic hulking craft—to escape! There are no sidequests.

1. Captured by the *Leviathan*

Main Quest Path

Only one series of events is needed to complete this adventure: to flee the *Leviathan*. There are no separate elements to the main quest and no sidequests. Complete the task at hand without delay.

Captured by the *Leviathan* (Main Quest)

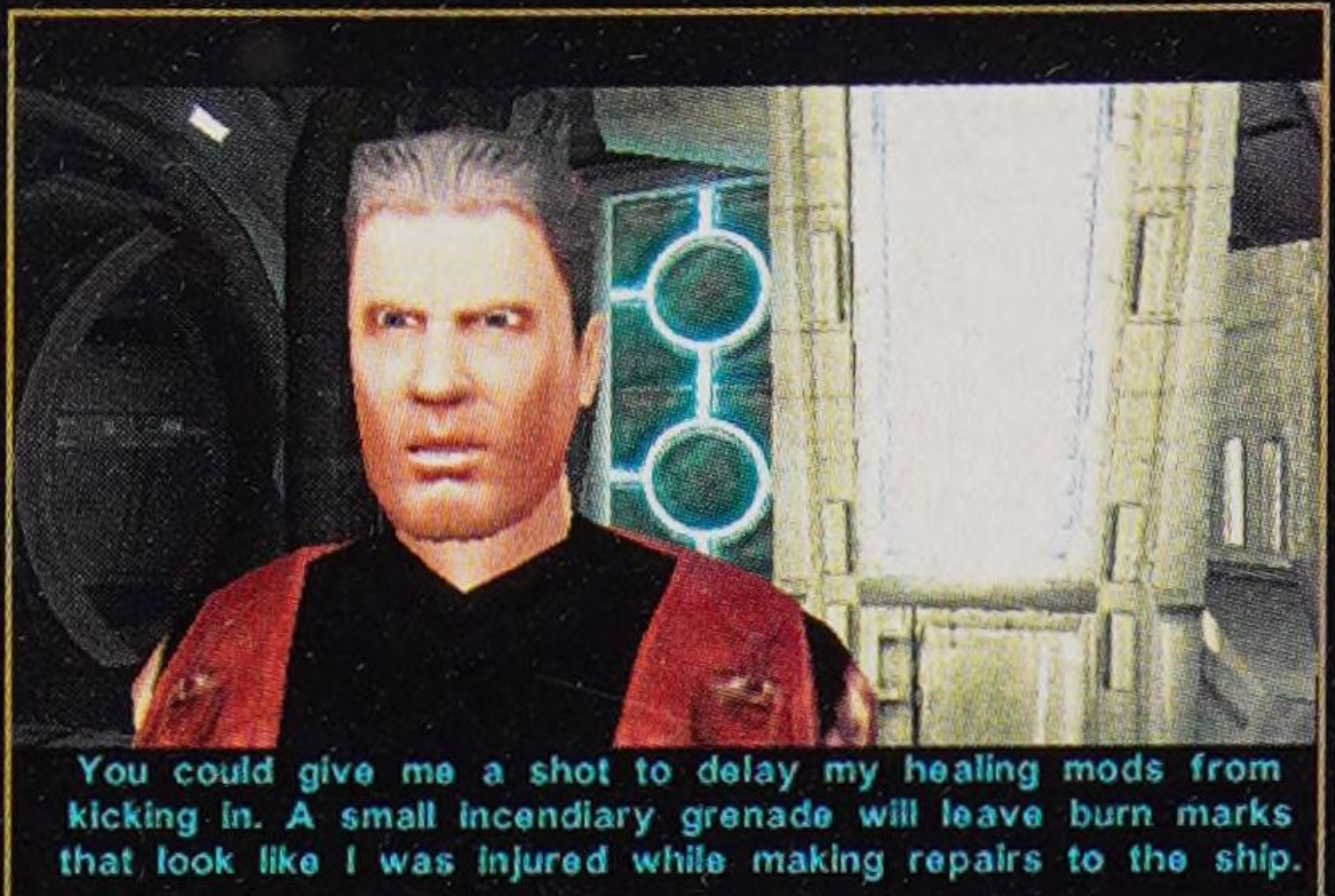
- Choose character to escape and rescue party members.
- Retrieve equipment, access elevator and armory.
- Move through airlock, secure the bridge.
- Open hangar doors, escape in *Ebon Hawk*.

Action 1: Six Ways to Freedom

Talk of an escape is somewhat premature, don't you think? We don't even have a plan to get out of this mess yet!

Prior to being forced into the *Leviathan*'s hangar bay, you have enough time to reason with your party about how to attempt an escape from this hulking craft. The consensus is that there are six party members that Saul Karath does not know about or who will not raise suspicion. That doesn't include Zaalbar the Wookiee, as an escape plan involving this walking carpet wouldn't fool even the most novice of Sith security personnel!

Instead, choose from the six available characters. Mission could use her taunt skills to allow herself to be locked up in solitary confinement, after which she could use security skills to break out, and sneak to the holding cells. T3-M4 suggests appearing and blocking a memory wipe to appear as junk. Tossed into a junk storage area near the holding cell, T3-M4 can use a secreted backup power supply to reactivate, then head to the cell. Jolee offers to use his persuasion skills to convince guards to move him to a different cell. After the team is captured, he can persuade his jailer to release him, deal with this hapless fool, and storm the cells.



You could give me a shot to delay my healing mods from kicking in. A small incendiary grenade will leave burn marks that look like I was injured while making repairs to the ship.

Canderous's plan involves his regenerative abilities being altered so he looks as if he has died, or is at least unconscious. Dragged to a medical room near the holding cell, he can then revive himself and locate the imprisoned party members. Juhani's escape hypothesis involves camouflaging herself, remaining free, and working her way from the *Ebon Hawk* to the cells. HK-47 has a similar plan to T3-M4's; the removal of his power cell to appear as junk, then activation after the droid has been taken aboard the ship's prison block droid workshop.

You are an insignificant part of these events, anyway. Lord Malak is far more interested in your Jedi companions. He has great plans for them.

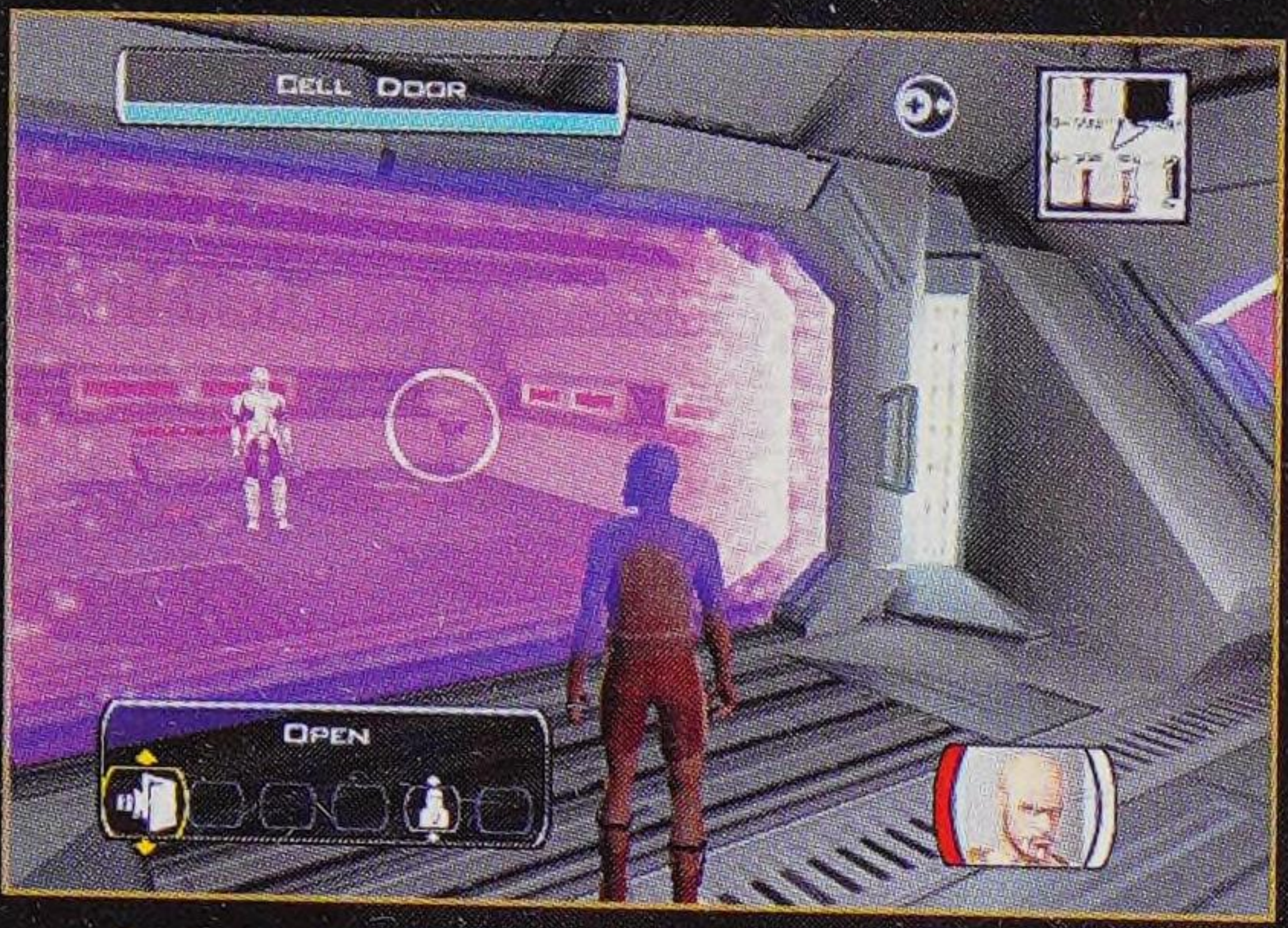
When you choose your party member, Karath's forces board the *Ebon Hawk* and separate you, Bastila, and Carth from the rest of the group. You are moved to a holding cell in the detention block (Waypoint A) of the *Leviathan* for questioning. Carth's nemesis, Saul Karath, arrives to interrogate you all. First however, a Sith guard explains why one of the party (the member you selected to free everyone) is to be separated. Karath agrees to the plan, then strides into your holding cells.

You are stripped of all equipment and placed into one of the torture chambers. Karath asks you a series of questions, using electrical discharge beams to fry your Jedi friend Bastila (whose Force powers are enough to withstand the barrage) if your character is male, and Carth if your character is female. Choose your answers carefully, as withholding (light side) or revealing (dark side) information yields subtle but different results in your psyche. After the torture is over, Karath heads to the bridge, and your separated party member begins his/her prison block incursion.

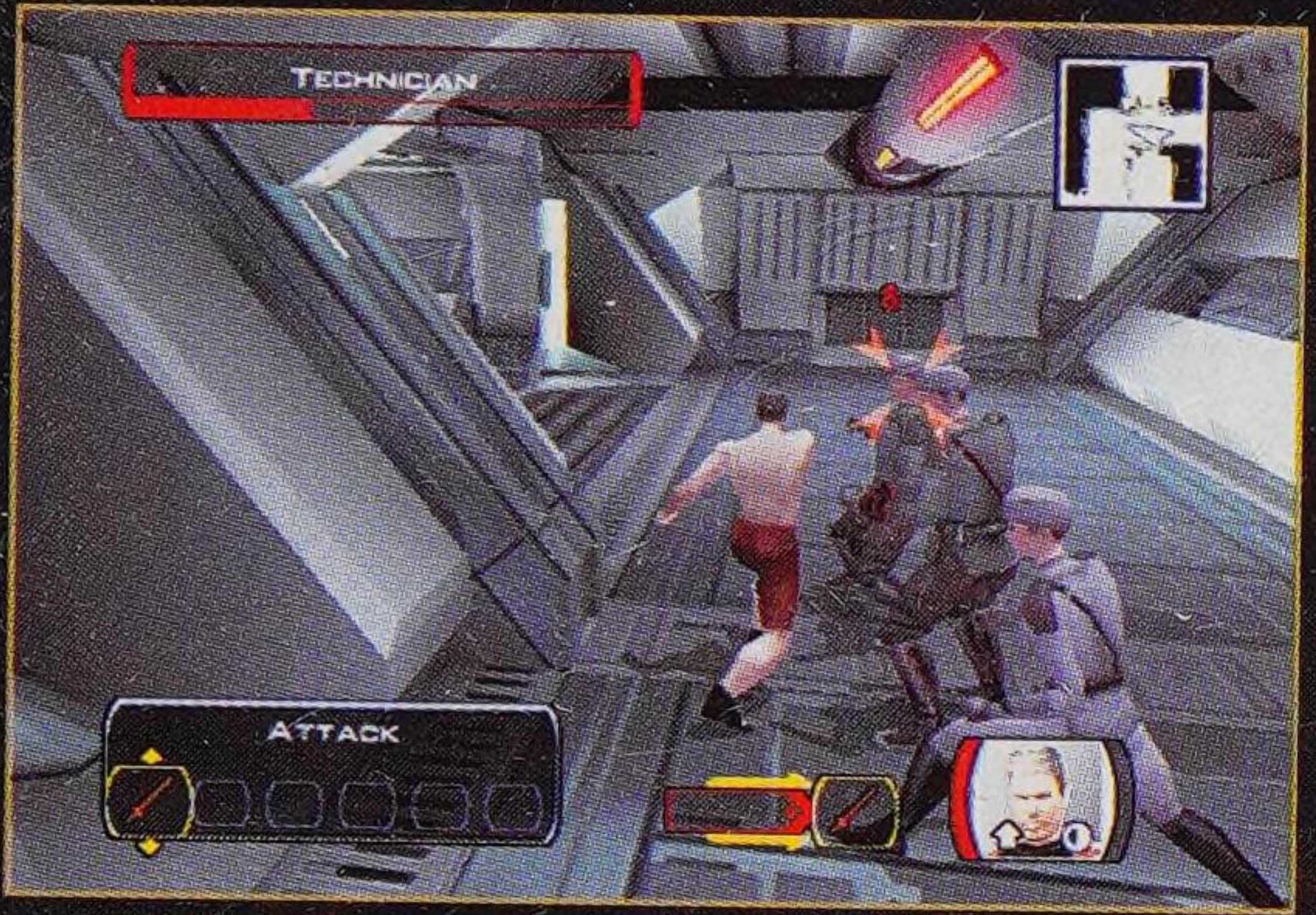
That's funny. You should tell that one to the torturer when he comes to deal with you.

Mission: She begins her escape plan in the third cell of the southern cell quartet (Waypoint B). Using her security skill, she can break free of her confines, subdue the nearby Sith guard, then locate the necessary door key to enter the locked gate to the holding cells (Waypoint C). Once out of your cell, and with the key in your possession, move to Waypoint C.

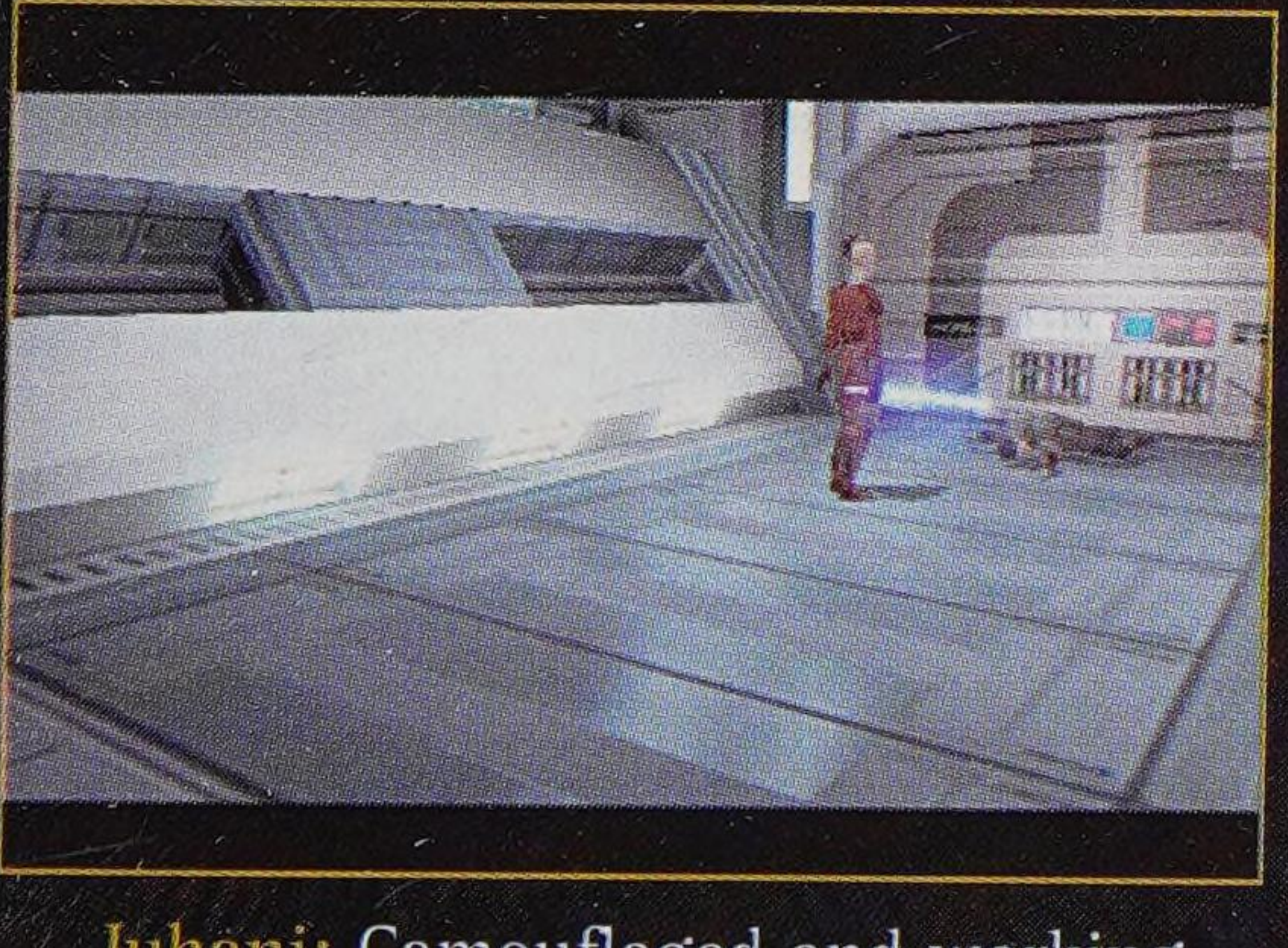
T3-M4: This droid appears inside the level's droid junk shop (Waypoint D), the same place the deactivated HK-47 ends up if you chose the other droid. Once reactivated, T3-M4 should subdue any guards in the main corridor, ignoring any standard doors, then head with the door key to the locked gate to the holding cells (Waypoint C). Move here. T3-M4 needs to solve a mathematical conundrum in order to escape, with the answers being 3, 10, and 11.



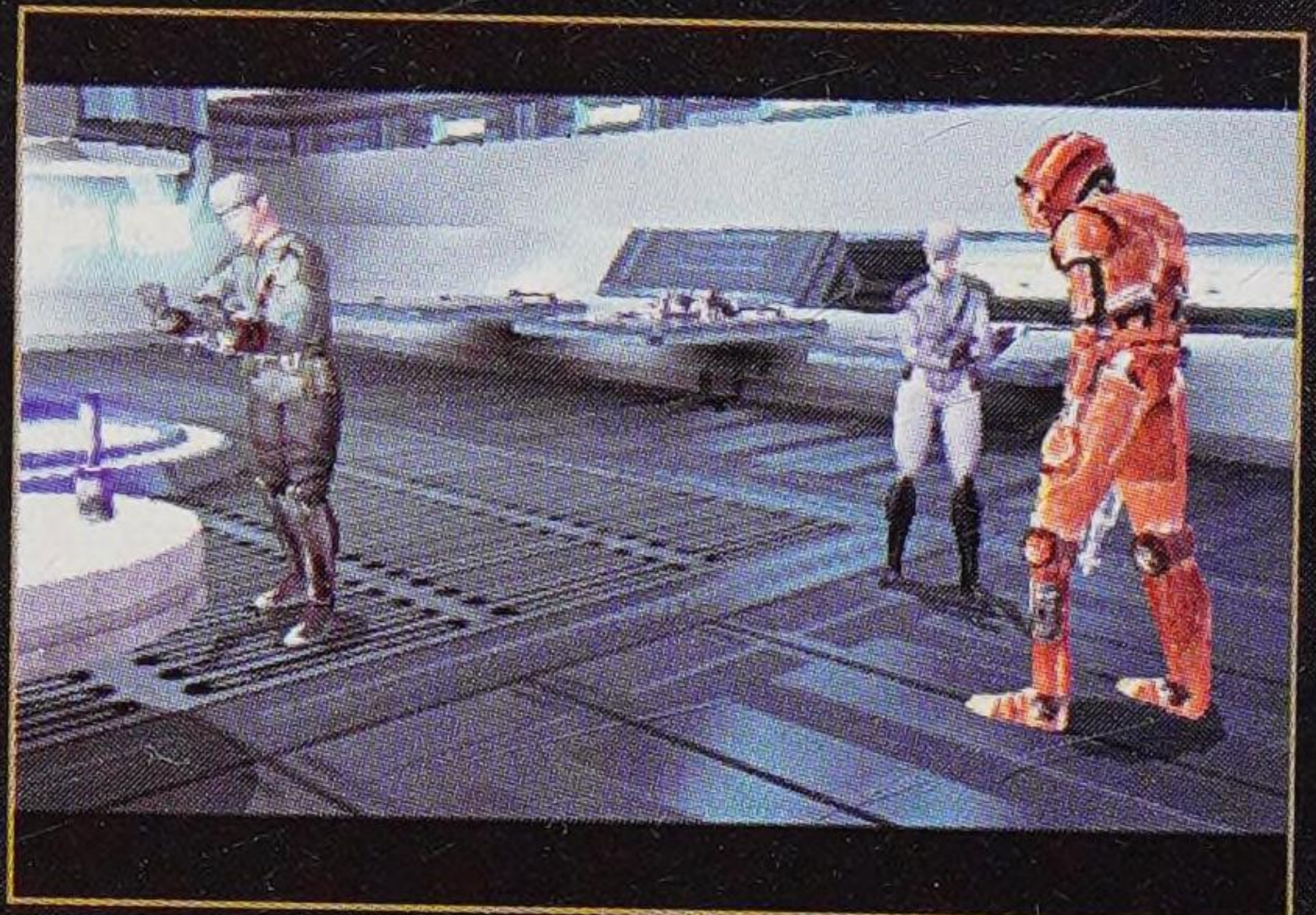
Jolee: He begins his rescue mission inside one of the cells south of the main corridor (Waypoint E) and must Force persuade the guard to release him from his confines. Once freed, he should move toward Waypoint C, pausing to tackle those guards in the main corridor. Use the key from one of the guards to open the holding cell gate.



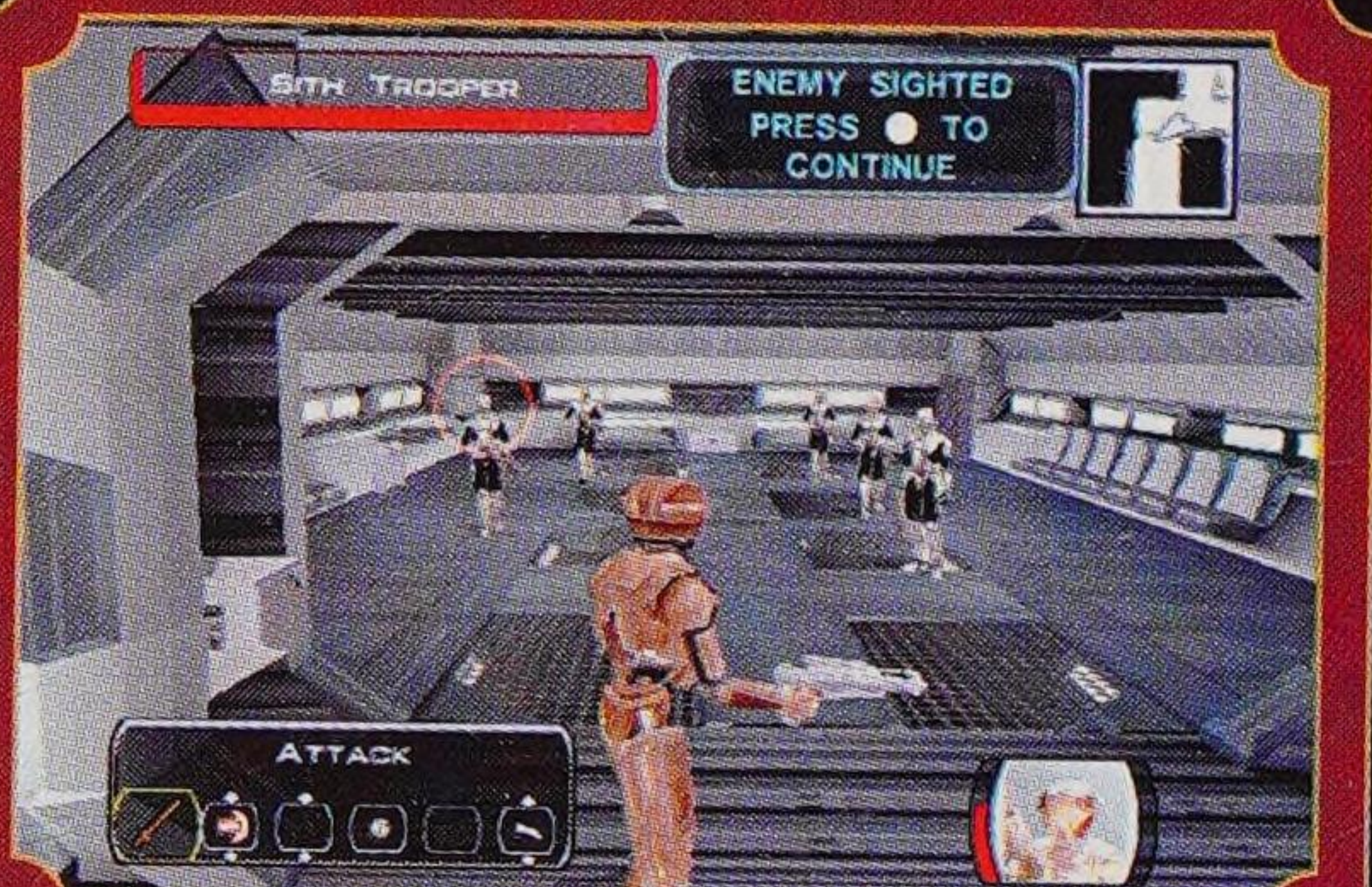
Canderous: Due to his medical regeneration techniques, he is placed in the prisoner medical bay (Waypoint F) for observation. After he regains consciousness, he can overpower any nearby guards, and tackle any remaining guards in the main corridor. After one of them drops the key, he can move to Waypoint C and open the holding cell gate.



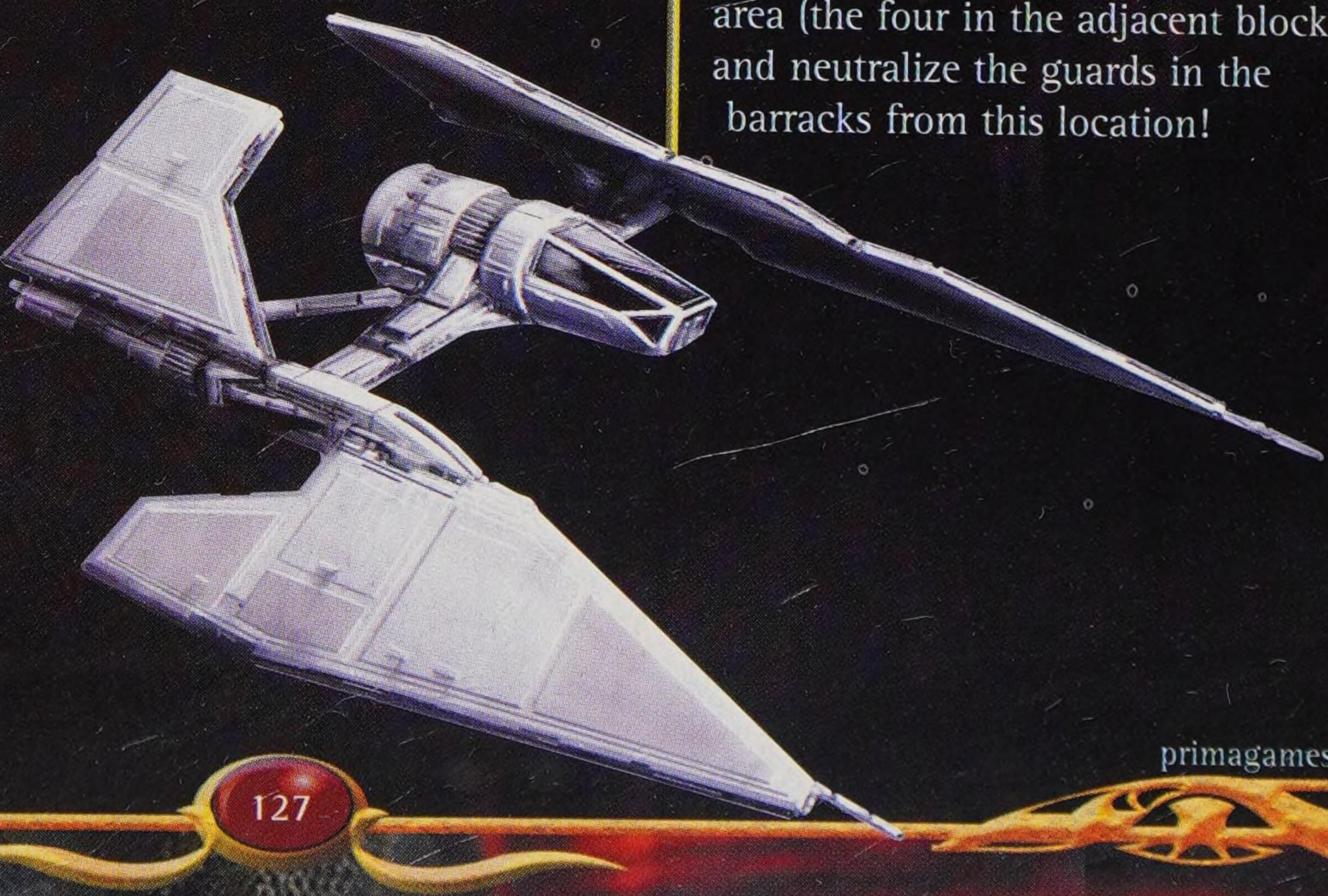
Juhani: Camouflaged and working her way from the *Ebon Hawk*, Juhani starts her expedition near the elevator to this floor (Waypoint G) and should run down along the main thoroughfare. Pause to inflict damage on nearby prison guards that are in the adjoining corridors until you find the key to the holding cell gate. Move to the gate and unlock it (Waypoint C).



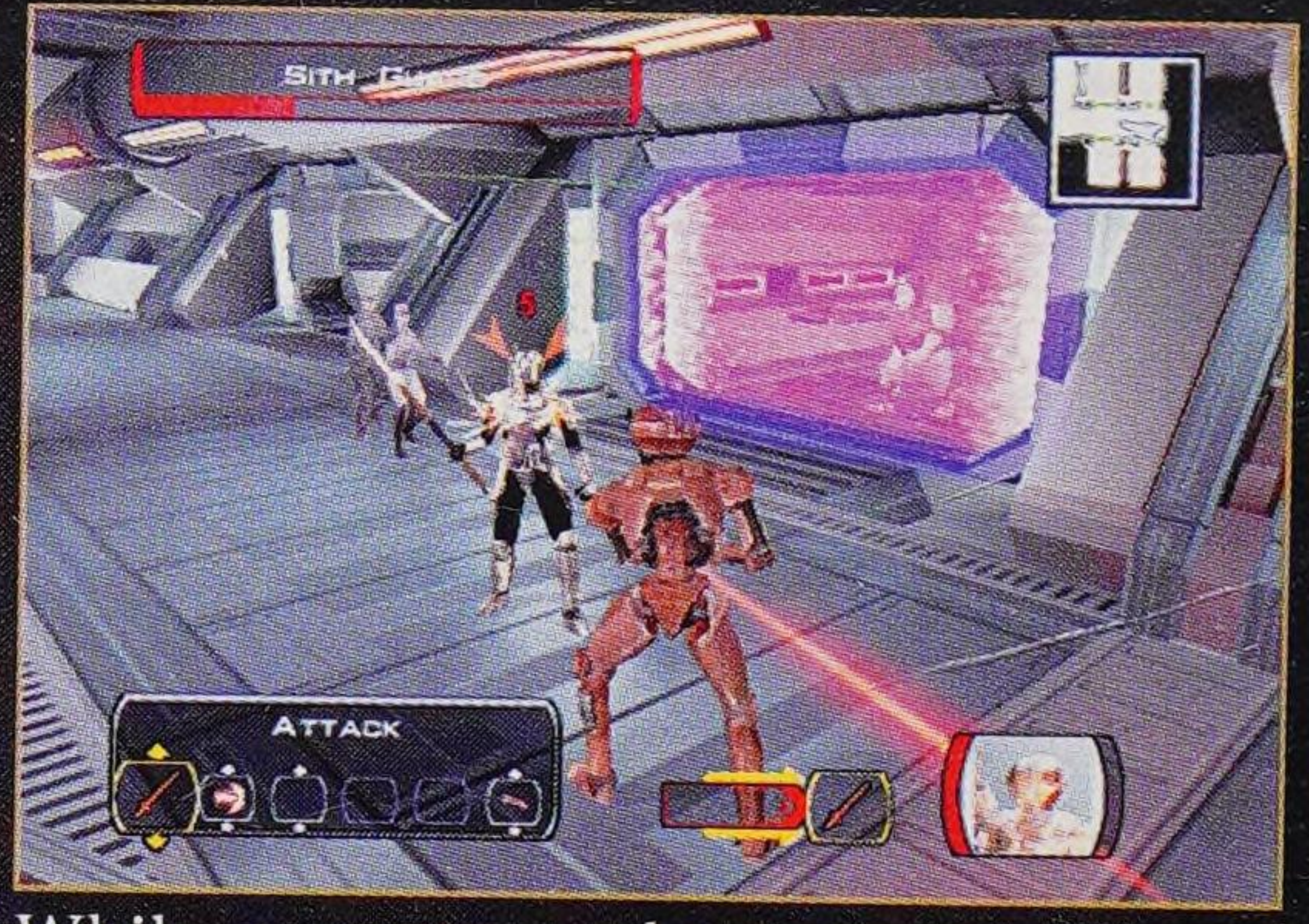
HK-47: HK-47's back-up power source activates after the supposedly useless droid is placed in the droid junk shop (Waypoint D), the same location where T3-M4 regains power if he is used in this escape plan instead. With HK-47, bring offensive capabilities to bear on any nearby threats, patrol the main corridors for guards, take a key from one, and use it to open the holding cell gate (Waypoint C).



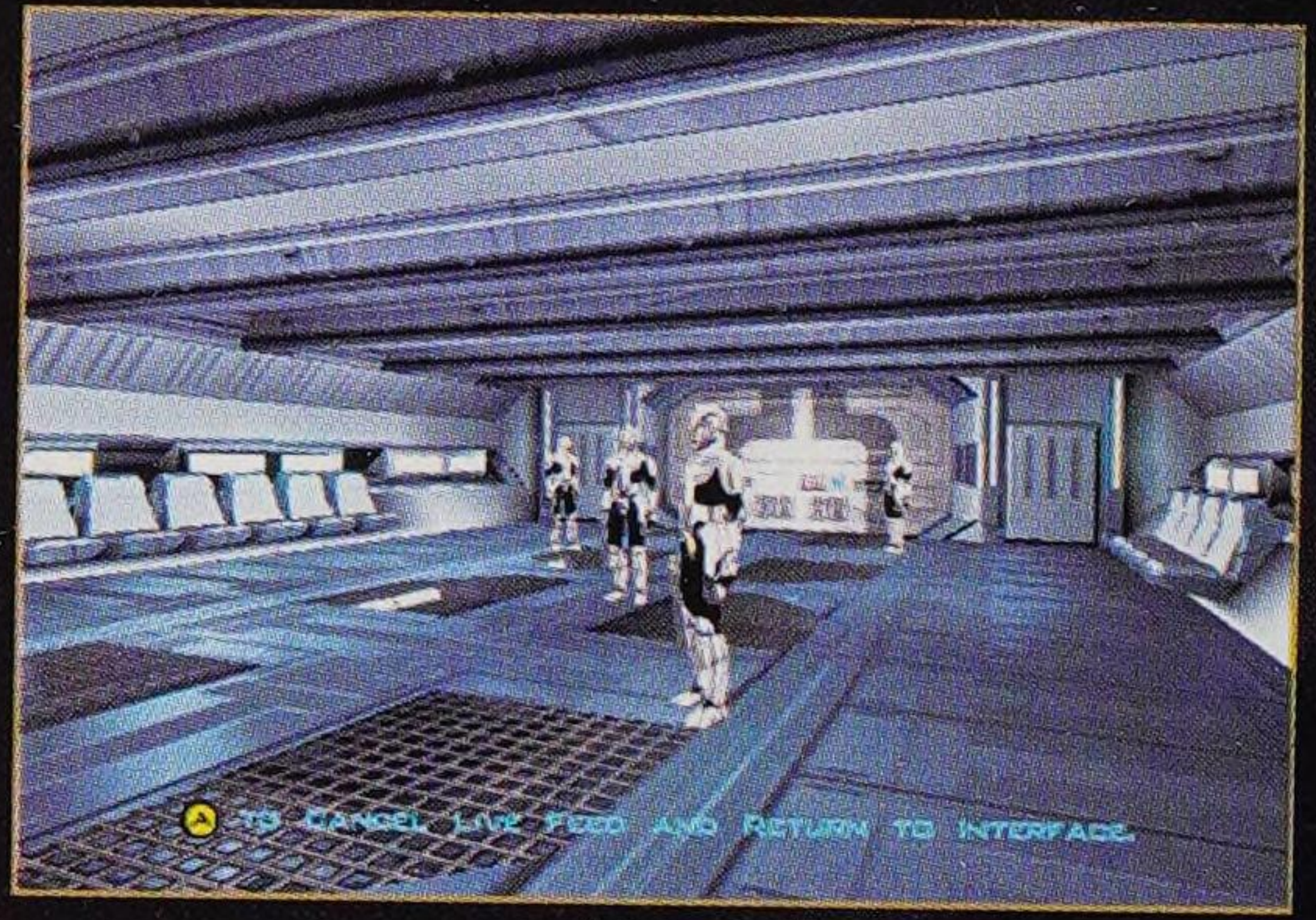
Sith soldiers waiting in the barracks.



General Rescue Tips



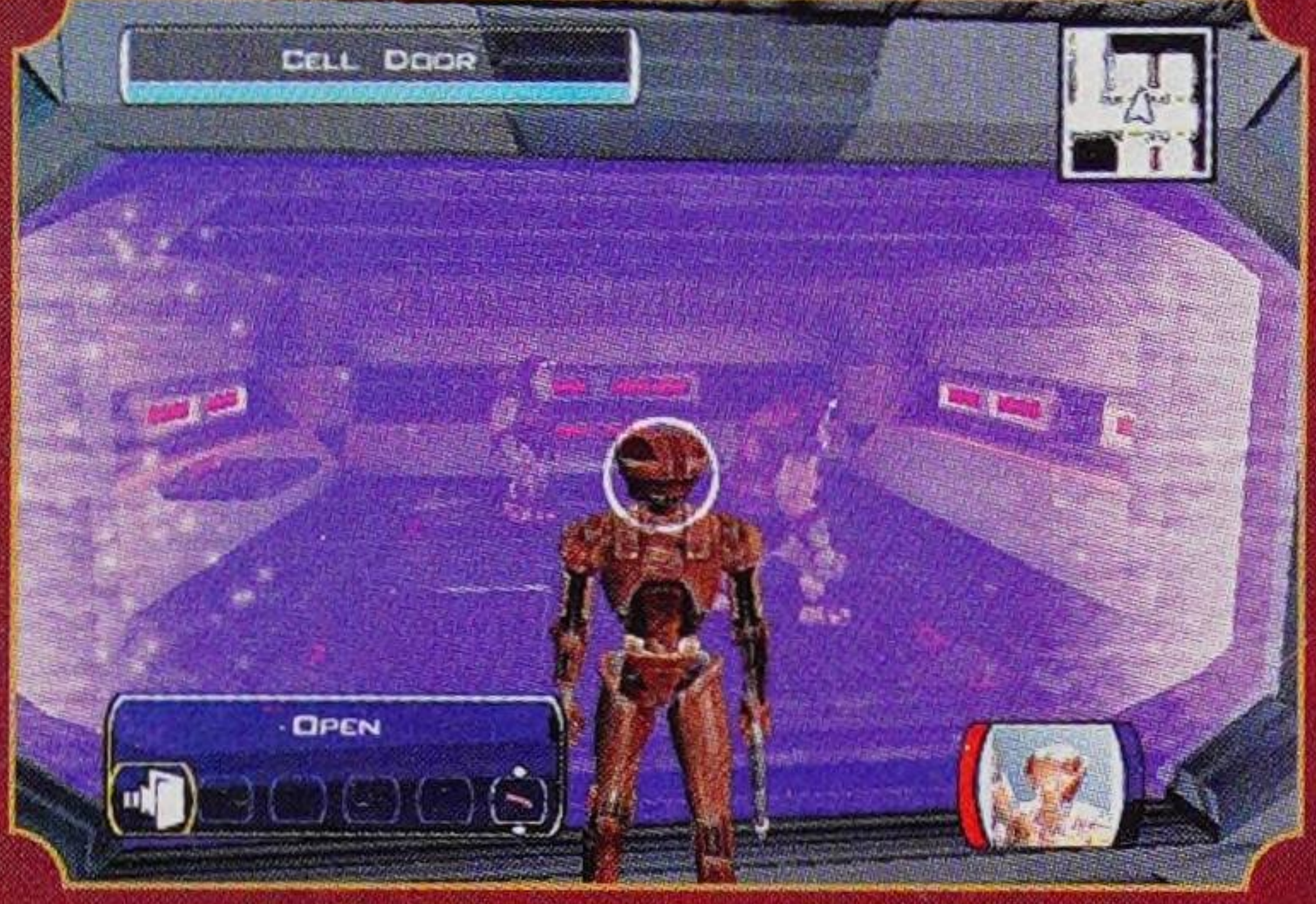
While you are conducting your survey of this level, free your party before engaging more than one or two enemies. There is a Sith guard in the two prison cell areas and technicians the nearer to the holding cell you go. Don't dash around, opening the doors, as there are two barracks housing six Sith soldiers, and you should tackle these only after your party has been reunited.



The barracks mean a tough battle if you open the door and attract attention, so wait for the party to be released, or instead, head to the entrance to the computer room and access the terminal there (Waypoint I). You can view the various areas of interest, open the cells in the immediate area (the four in the adjacent block), and neutralize the guards in the barracks from this location!

TIP

Search for equipment (especially computer spikes for the terminals) in the various crates and boxes throughout the ship.

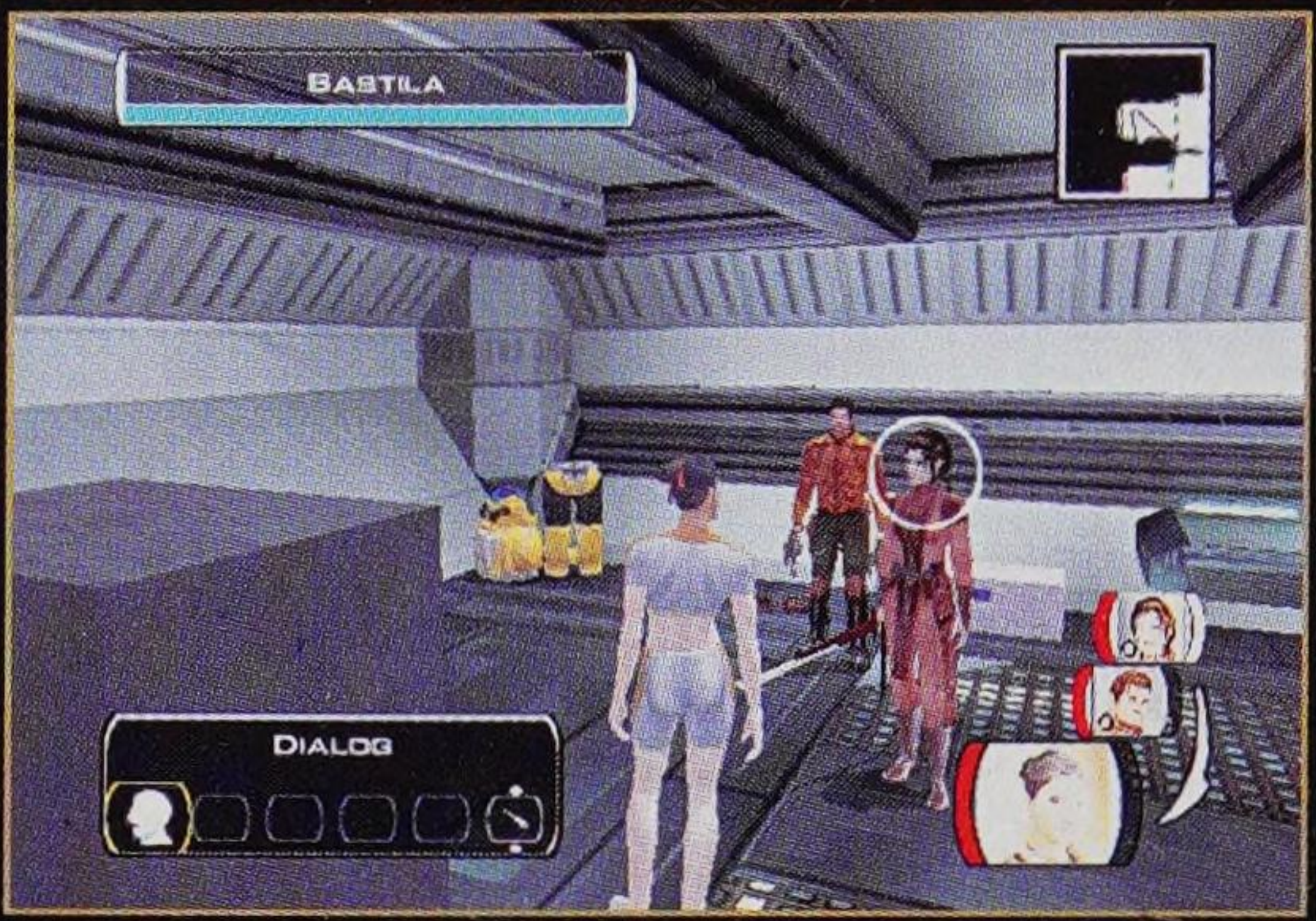


A prisoner is freed.

There are eight cells aside from the holding area and torture chamber where your character, Bastila, and Carth are awaiting help. In every quartet of cells, a laser mesh prevents escape or entrance unless you've opened the cells already. The north cell block features an empty cell (where Jolee begins his escape plan if you choose him) and three cells each with one or two Rodians. Slay them if you release them, as they are mindless servants.

The southern cell block features four cells, one empty (the starting spot for Mission if you utilized her escape talents), two with Gamorreans, and one with a Rodian smuggler. Release him, and in return, he gives you a special unlocking device you can use once in any of the terminals aboard the ship instead of spikes. He also informs you about how best to flee the *Leviathan*.

Action 2: Elevation

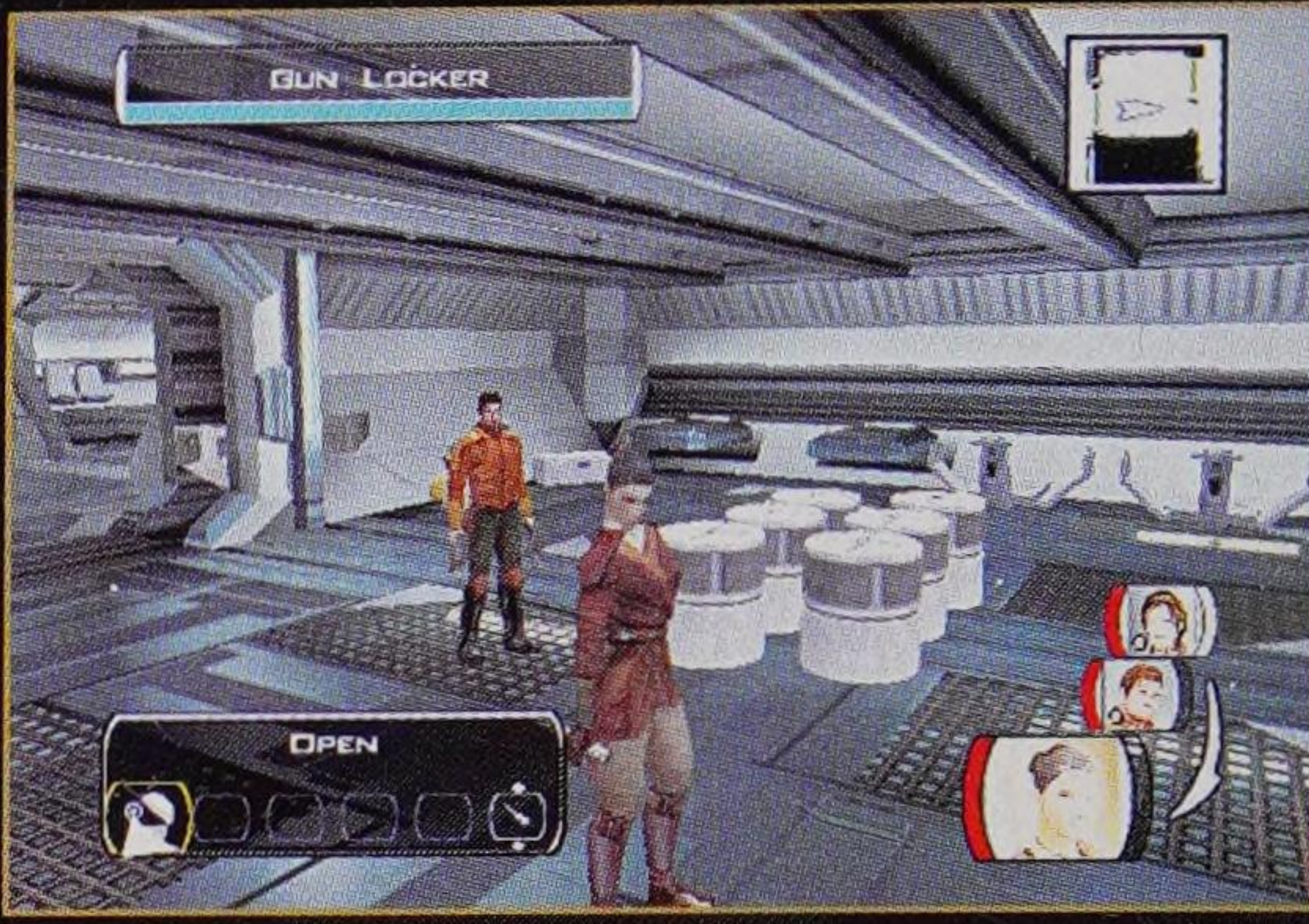


After you enter the holding cell, access the terminal and unlock the torture chamber, freeing your character, Bastila, and Carth. These three characters remain together while the rest move to the *Ebon Hawk*, and wait for you to deactivate the ship's shields, board the vessel, and commence an escape from this craft. There is no option to change party members. Instead, while Canderous and the others leave your vicinity, move to the storage chamber (Waypoint J) and retrieve your equipment. Arm and clothe your characters, too!

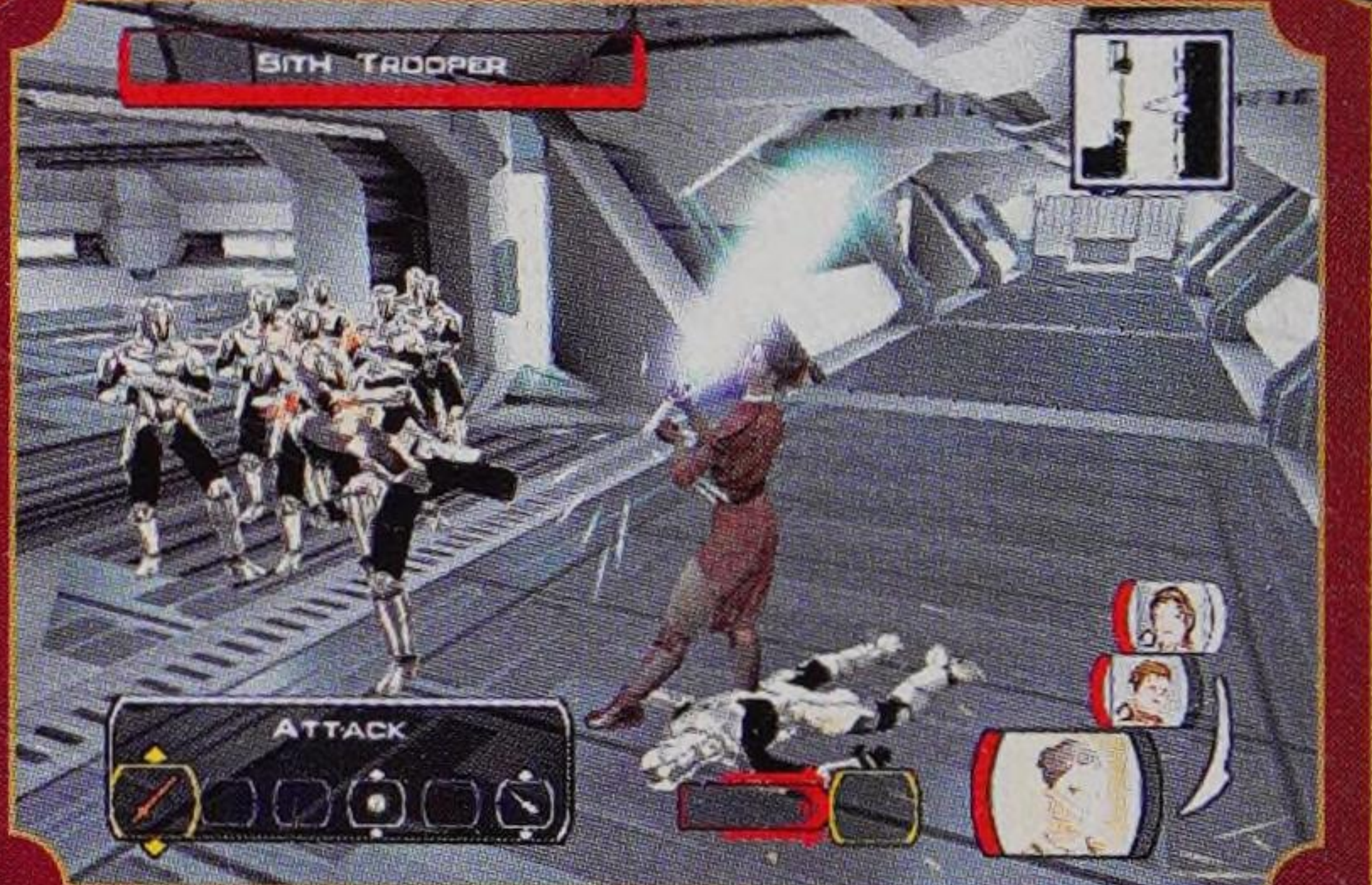
Move from the storage chamber, and optionally open and investigate any remaining areas of this level. Perhaps you would like to attack the two sets of Sith troopers in the barracks and sweep the area for equipment in lockers and crates.

After you have ransacked the area, move east down and up the main corridor, to the elevator where Juhani entered the level, if you used her to escape (Waypoint G). Canderous radios in, under heavy fire, but he is confident he can fight to the ship while you end Saul Karath's days. Select "bridge" as the destination on the elevator controls. You do not need to return to the cell block.

Action 3: Battle to the Bridge

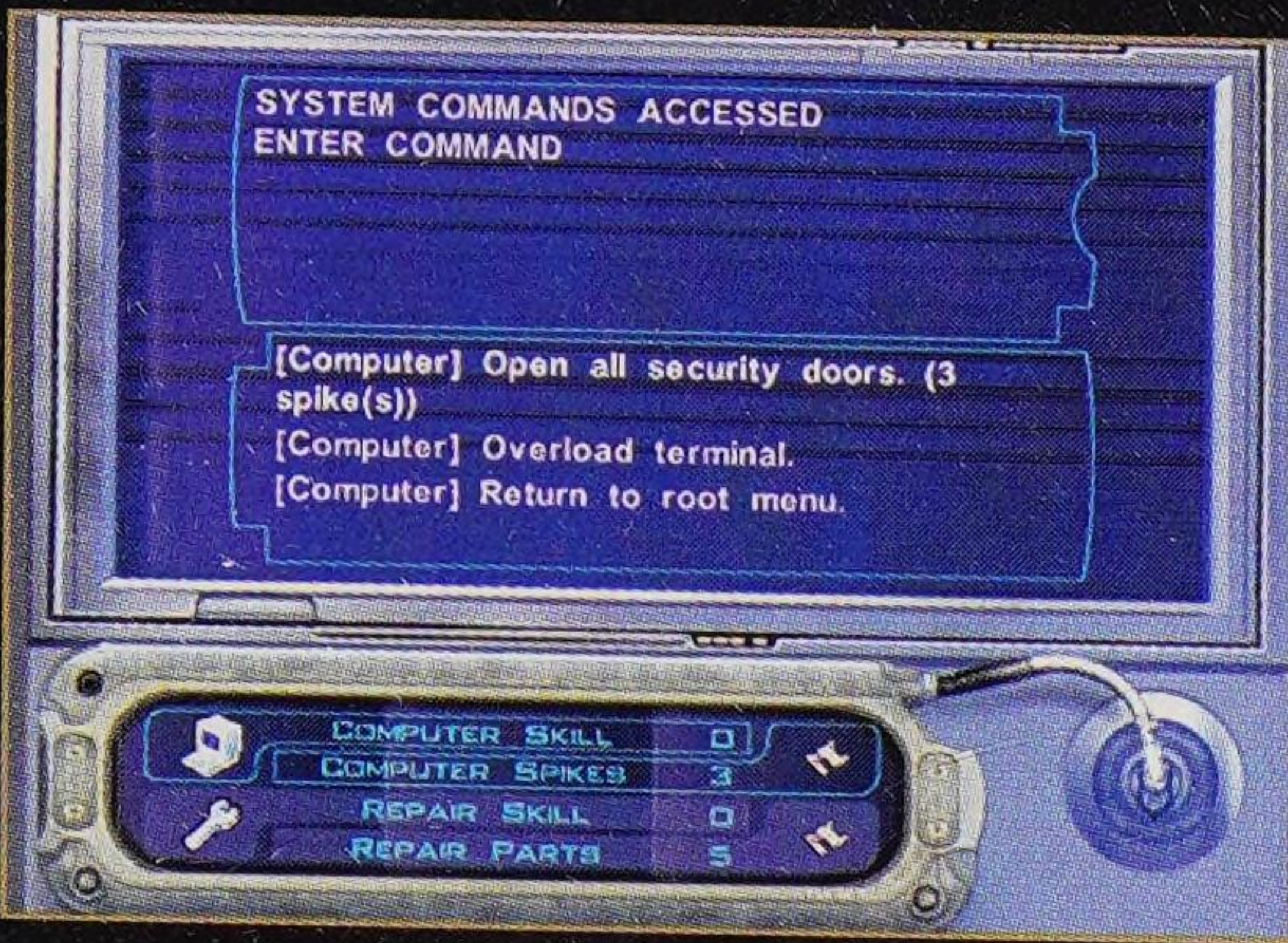


If you selected "bridge" at the elevator, you appear on a large command deck's west edge, with the entrance to the *Leviathan*'s bridge east of you, to the other side of this dangerous series of interlocking corridors and rooms. Prepare to battle Dark Jedi, war droids, and Sith soldiers of varying degrees of competence on the way. The first place you must visit is the armory (Waypoint K). However, a number of other areas of interest are detailed here. There will be enemies of varying number in every corridor or room.



Assembled Sith forces (including Dark Jedi) attack the party.

Waypoint L, and one of the first areas you can secure if you head left out of the elevator corridor, is the computer room. Deal with any enemy threat in the barracks and the droid bay, then hack into the computer terminal. Use this computer to unlock the doors to the storage area (Waypoint M) and the armory (Waypoint K) or you won't be able to leave this level! You can use security or brute strength to get through these doors as well.



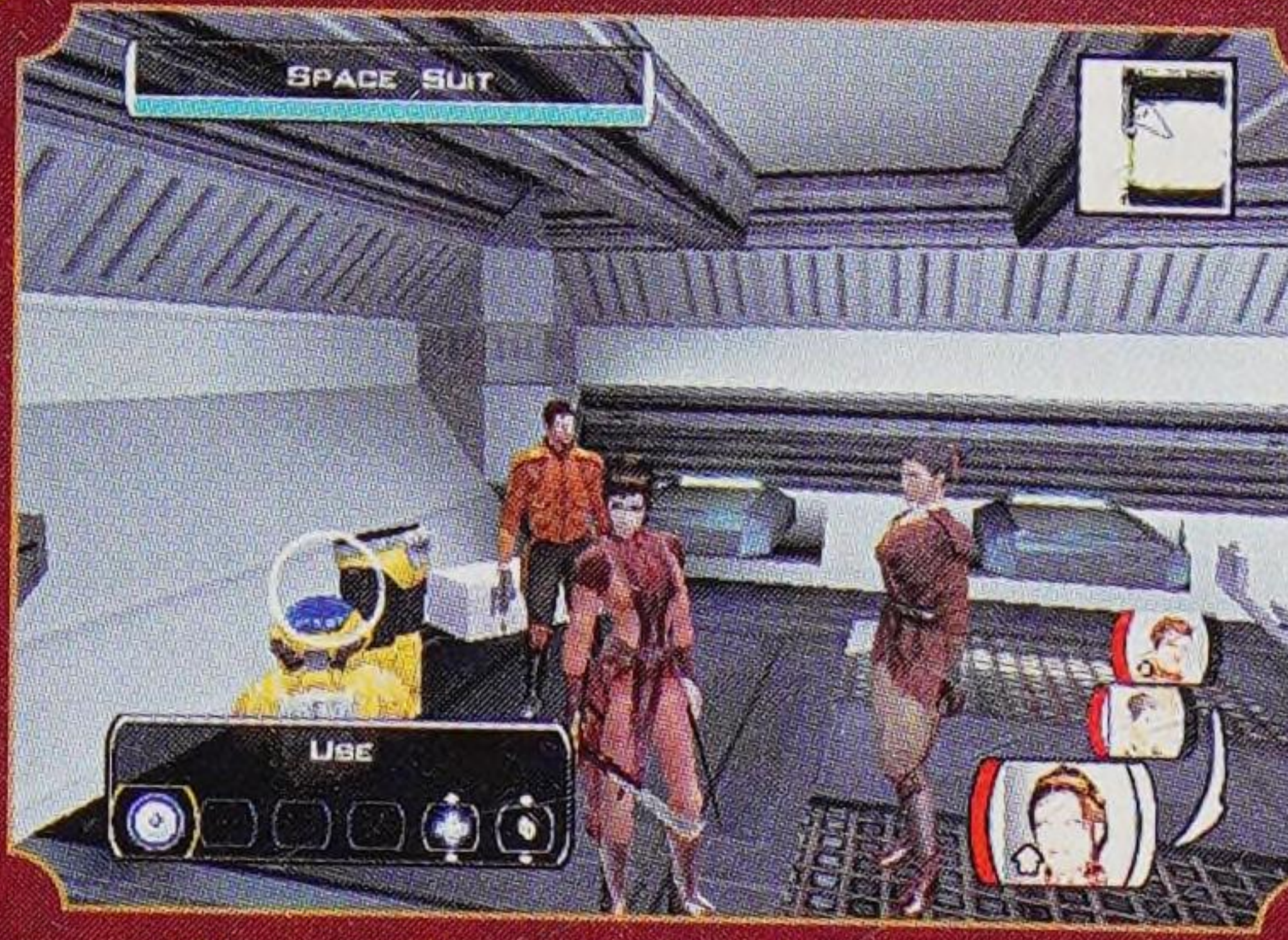
SYSTEM COMMANDS ACCESSED
ENTER COMMAND

[Computer] Open all security doors. (3 spike(s))
[Computer] Overload terminal.
[Computer] Return to root menu.

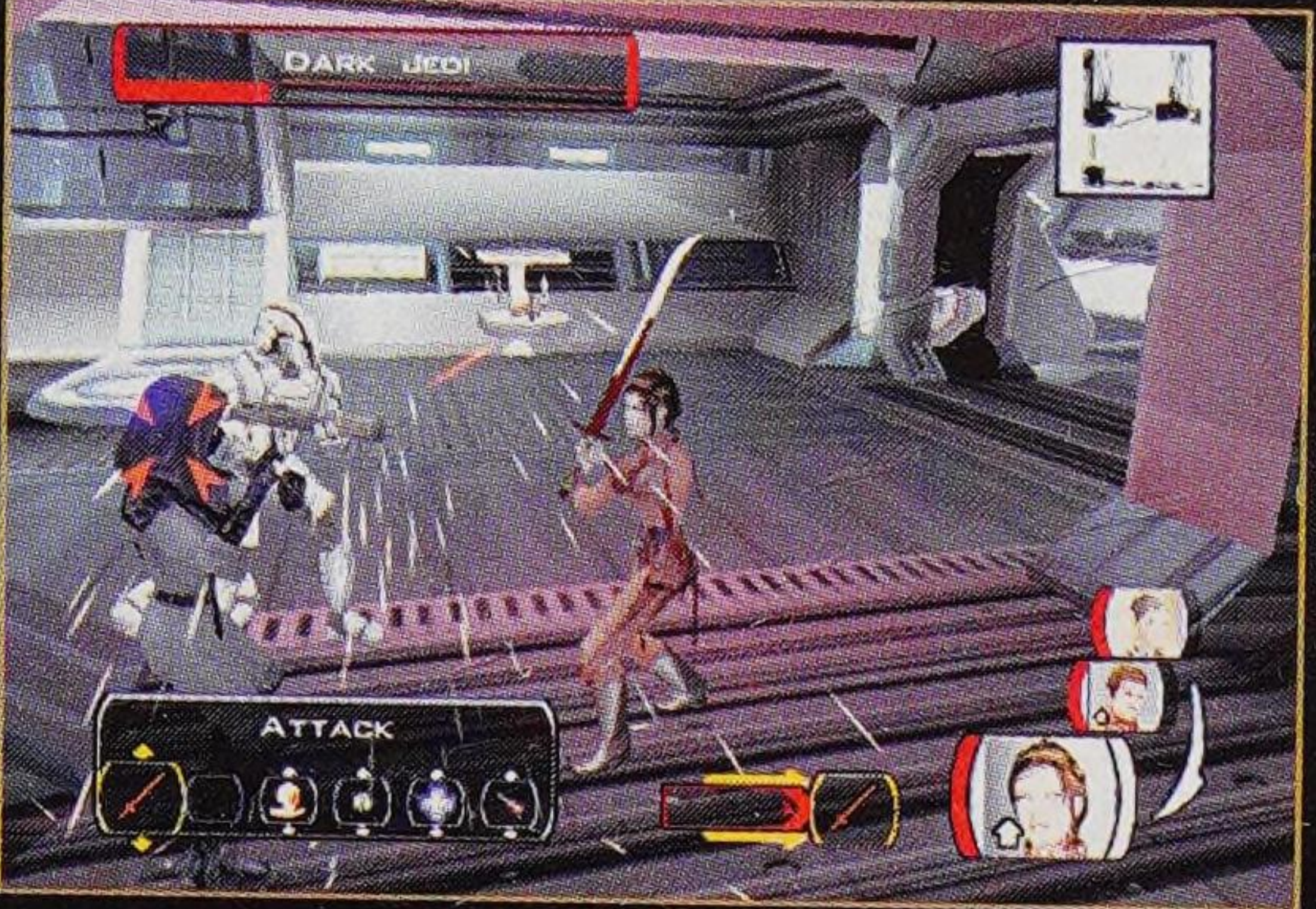
COMPUTER SKILL 0
COMPUTER SPIKES 3
REPAIR SKILL 0
REPAIR PARTS 5

Move into the central corridor, having secured the western portion of this deck, and battle toward the barracks in the deck's southeastern corner (Waypoint N). There's a vicious fracas to initiate here! After the area is secure, move to the armory (Waypoint K) and engage the droids. There are deactivated droids to repair and control if you have the spare parts. After the entrance to the armory falls, open the door (use a high security skill, or access the computer in the computer room.

Inside the armory, deal with any remaining threat, watch for traps, then inspect the area for equipment. Aside from the grenades and other useful combat weaponry, pick up a space suit. Do not leave the armory without these items, as you need them to assault the bridge!

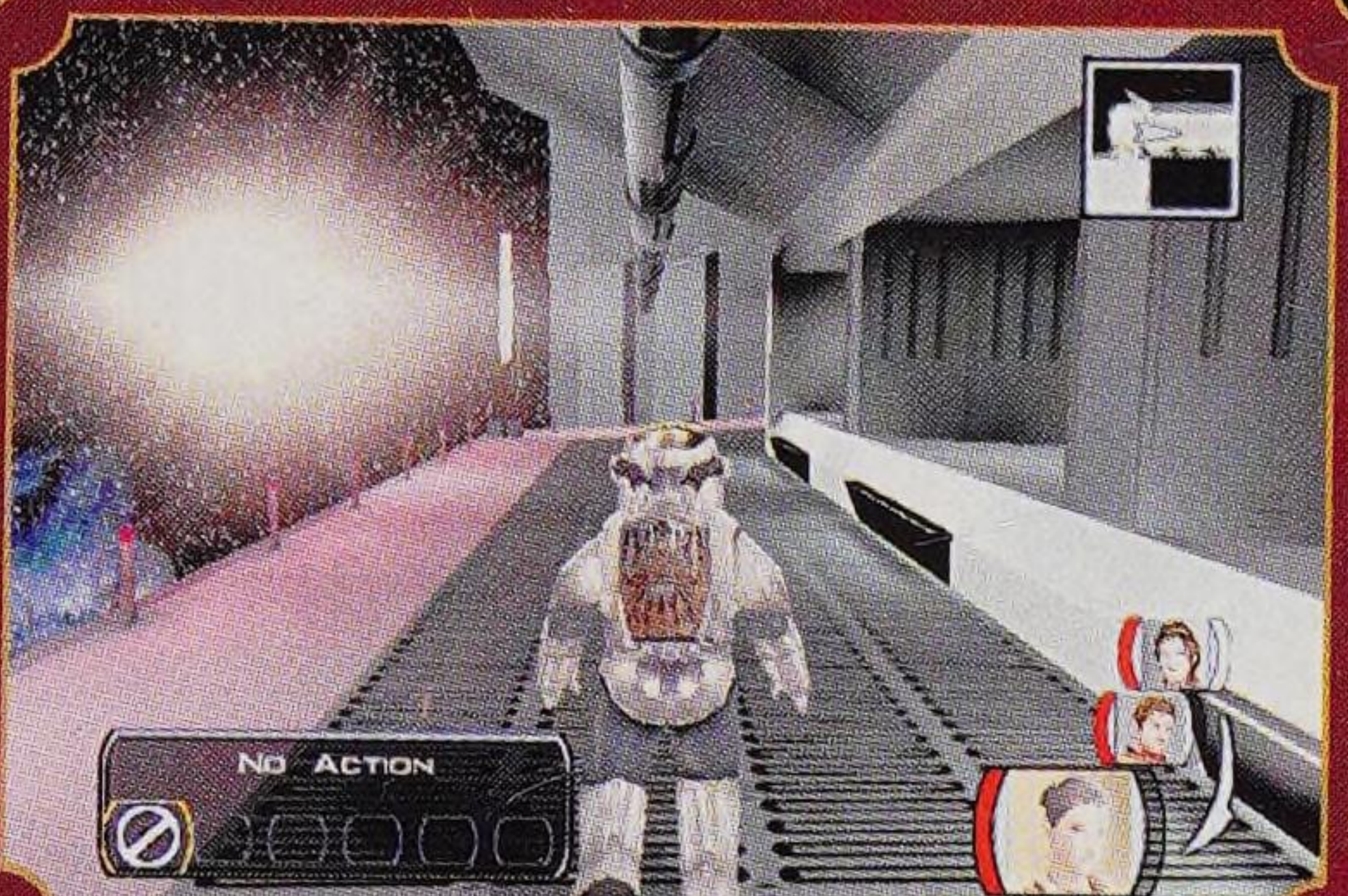


Assault on the armory.



Fight to the final relevant location on the command deck—the storage room. On your way, you can attempt to break through into the bridge, but the door is locked (Waypoint O). Enter the storage room through one of the two entrances and head for the door. With the door open, move through and storm the bridge.

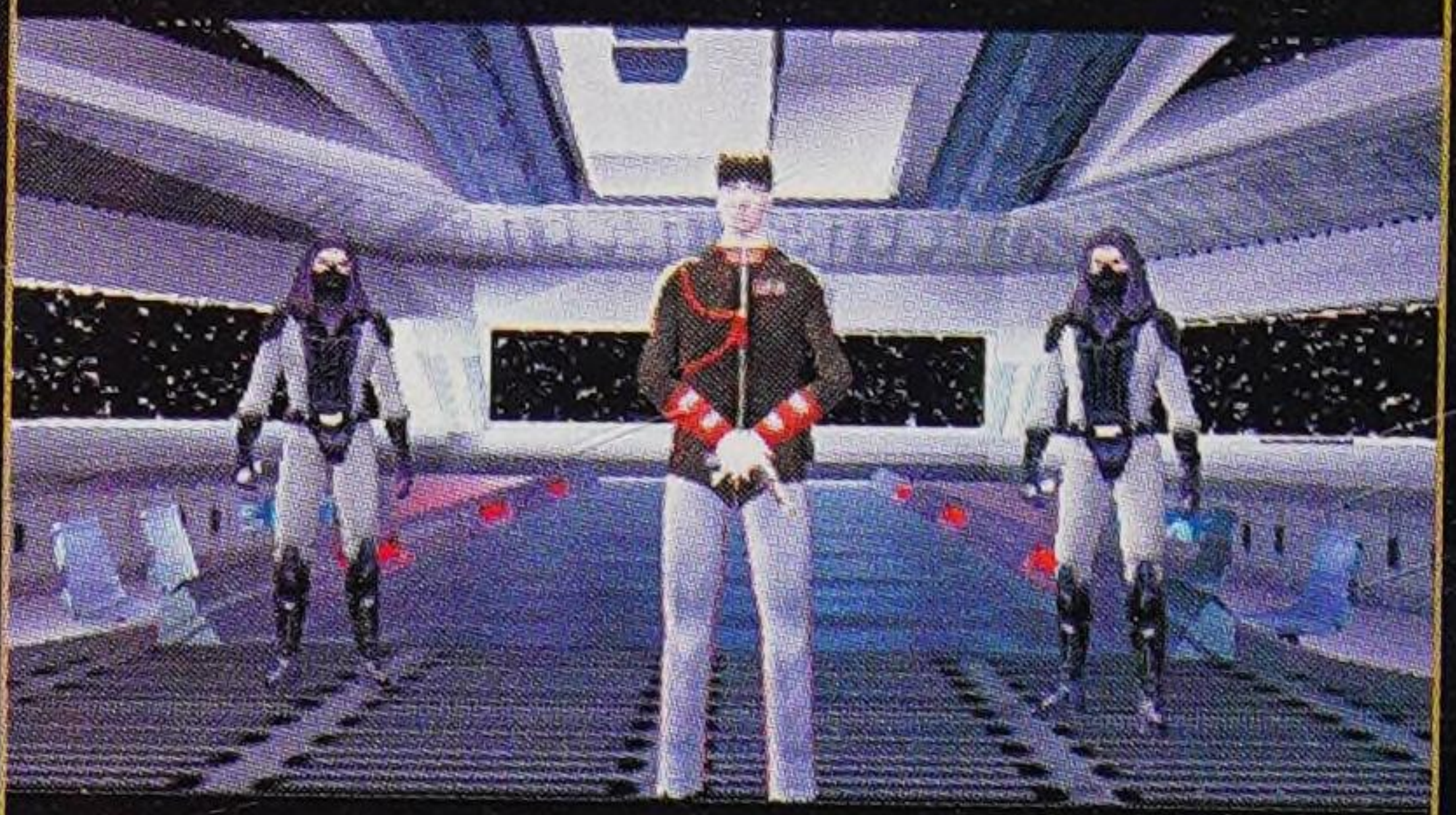
Action 4: Spacewalk



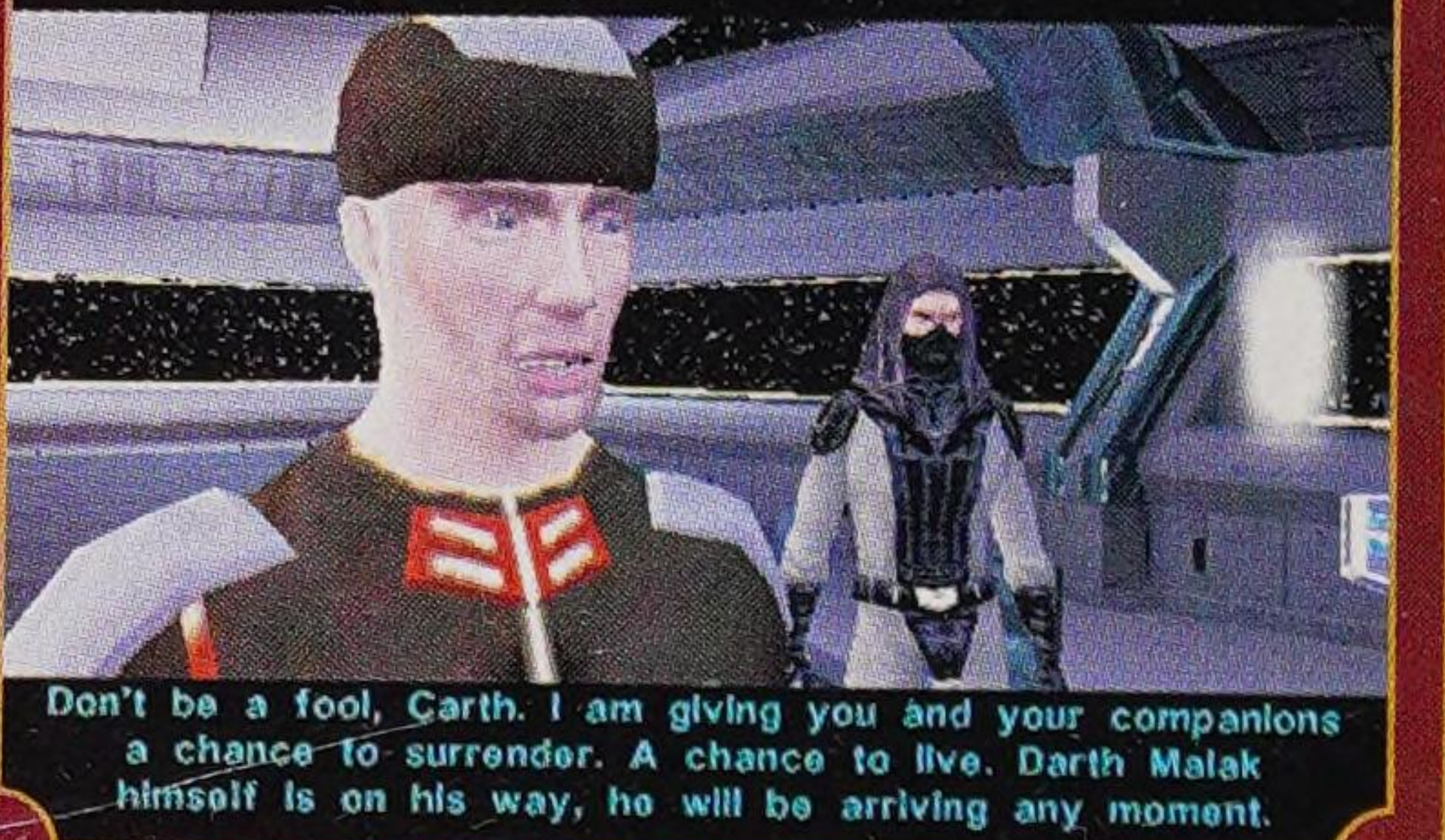
Spacewalking along the *Leviathan.*

Once inside the second storage chamber, take whatever you need from the crates and canisters surrounding you, then open the door to the inner airlock (Waypoint P). After you step in here, you have only one direction in which to move—the airlock door! If you haven't secured the space suits from the armory (Waypoint K), you must return there before you can enter a ledge on the outside of the *Leviathan.* Your team trudges along as battle ships boost past below and in the distance, and the full majesty of this gigantic craft can be fully appreciated. There's a single airlock outer door at the end of the space passage you're walking on. Enter it.

Action 5: Crushing Saul Karath

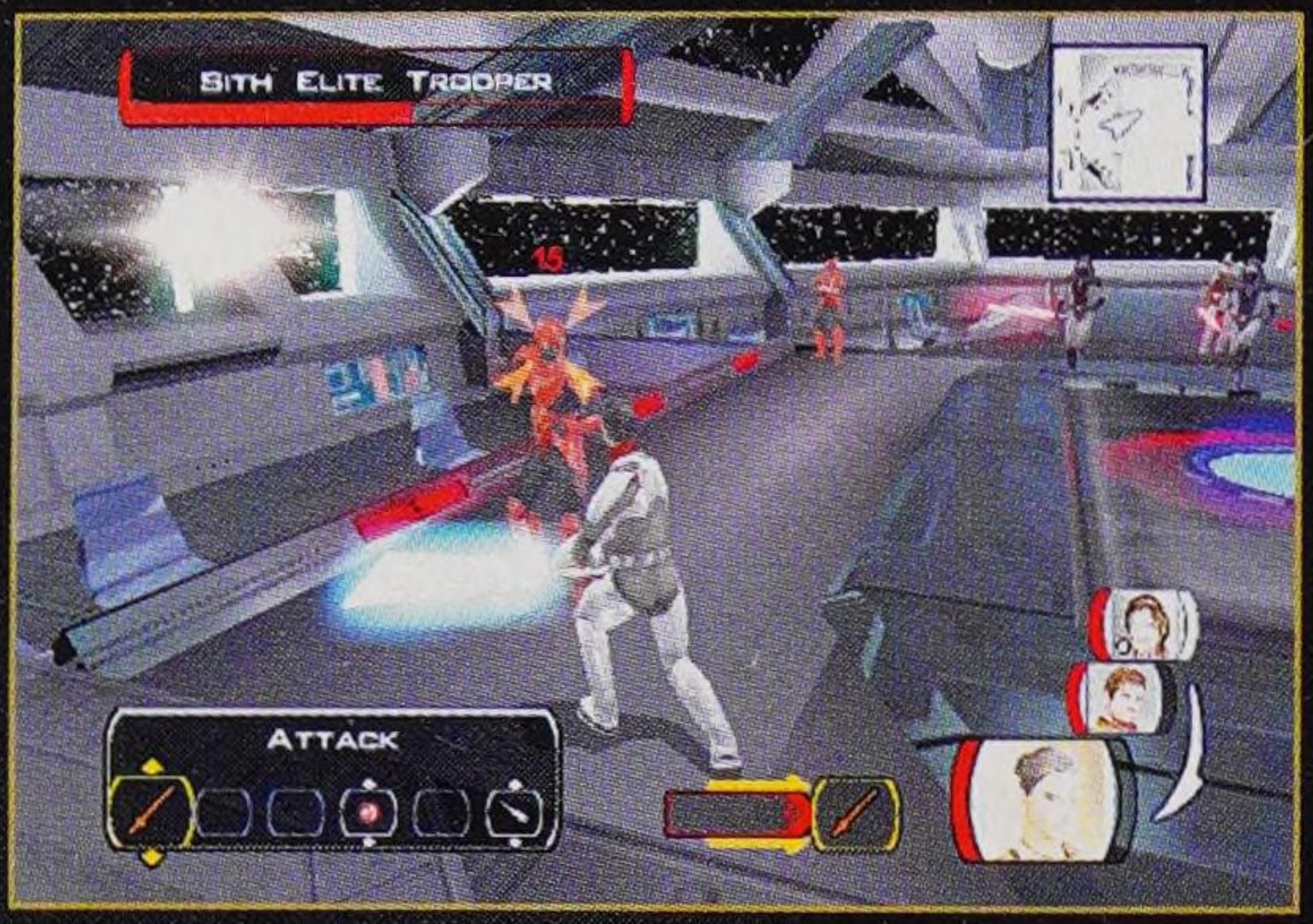


Open the door and enter the pressure chamber and airlock near the bridge (Waypoint Q). Open the door to the bridge entrance chamber, and repel the advancing Sith elites stationed in this room. After you crush these troopers, turn and open the door to the east. This leads to the bridge (Waypoint R). The door at the western end of the bridge entrance leads to an antechamber and a door to the command deck (the one you couldn't open earlier). You exit this level via this door, so ignore it for the moment and head to the bridge, up the long corridor.

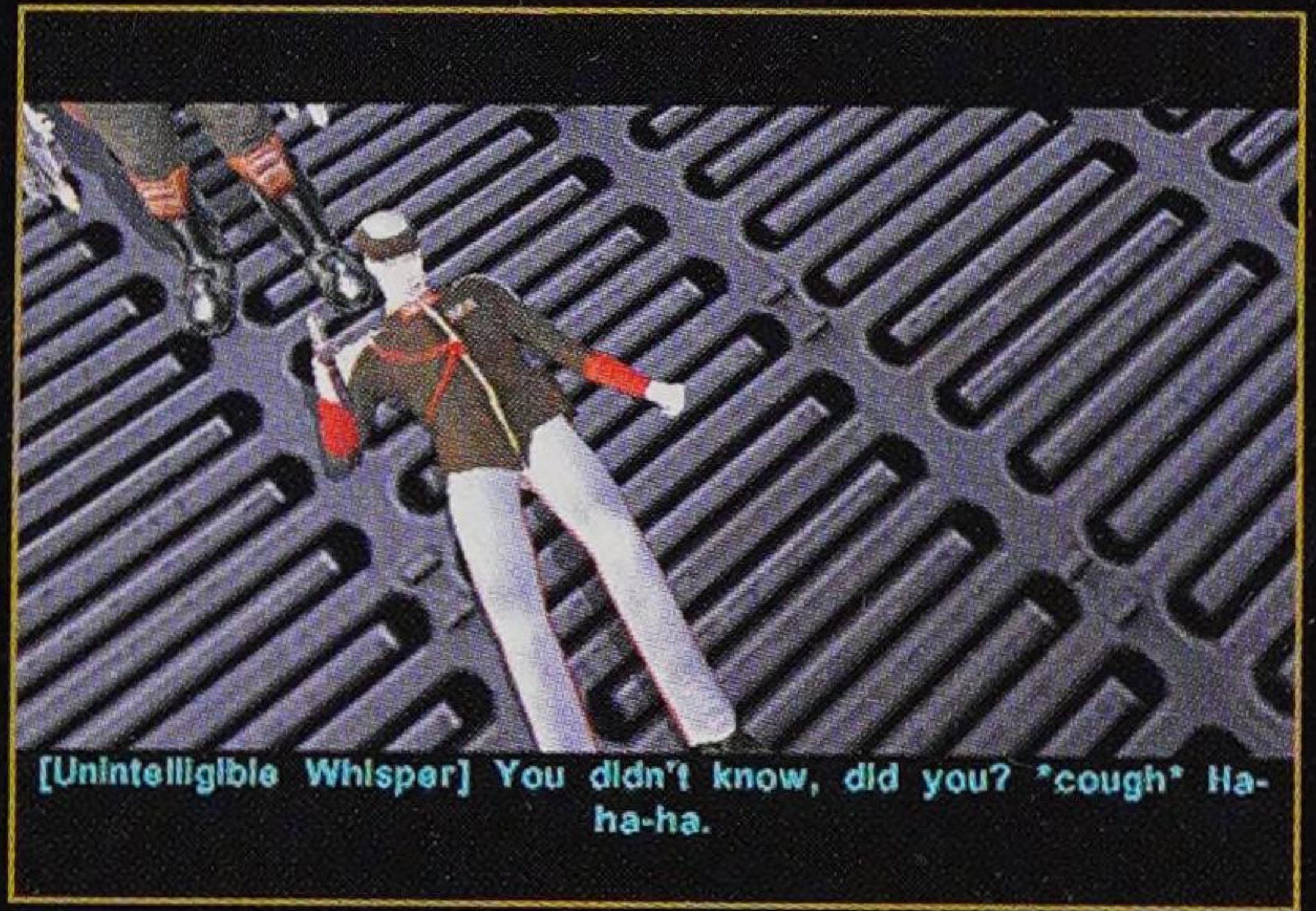


Don't be a fool, Carth. I am giving you and your companions a chance to surrender. A chance to live. Darth Malak himself is on his way, he will be arriving any moment.

Carth and Karath—the hatred boils over.



When you step into the bridge, Saul Karath's troops spot you; Admiral Saul Karath has been expecting you. Flanked by two Dark Jedi, Karath informs you that Darth Malak is on his way, and that a swift surrender is your only option. Your team has other ideas—commence the battle against Karath, his Jedi bodyguards, and his elite Sith warriors. Karath doesn't attack much, so concentrate your combat on his lackeys first before dealing him a mortal wound.

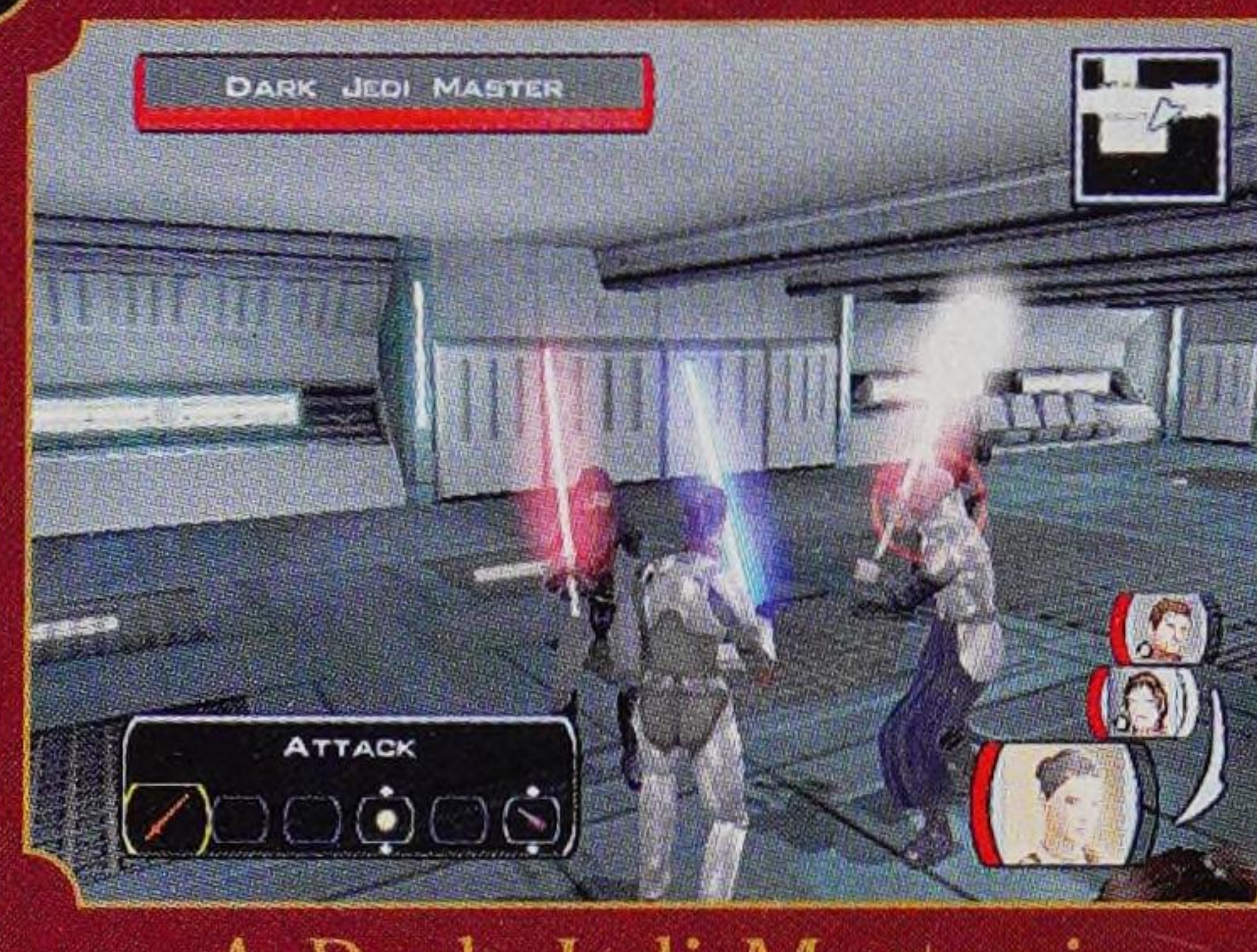


[Unintelligible Whisper] You didn't know, did you? *cough* Ha-ha-ha.

Karath's final gasp reveals a shocking secret. After Carth calms down, and you assess the situation (combative or hurtful comments lead you down the path of the dark side), turn to the computer terminal by the bridge, near where Karath stood. Use the terminal to drop the shields and open the docking bay doors (don't bother trying to program a new destination for the *Leviathan*—the spikes are rejected). You can now escape—providing you can make it to the *Ebon Hawk* alive!

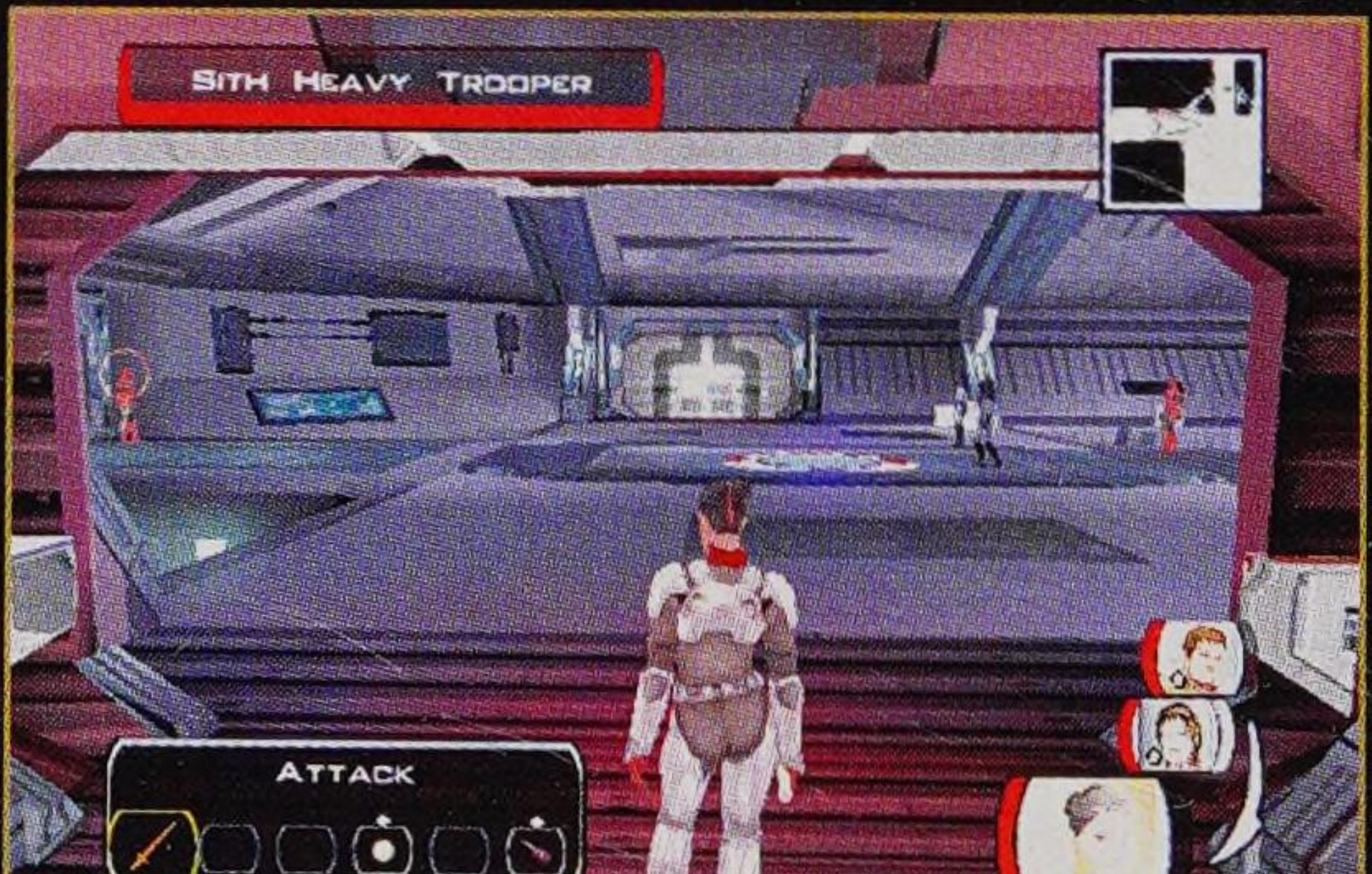
Head to the bridge entrance, down the corridor (taking care of incoming Sith forces), and to the elevator on the command deck (Waypoint G). Punch in to the computer terminal, select "hangar," and descend to this level.

Action 6: Hangars On



A Dark Jedi Master is encountered.

Enter the long corridor to the hangar bridge. You pass a doorway on your left, leading to a barracks containing Sith. You can opt to ignore them or defeat them in combat (Waypoint S). Farther down the corridor is another standard door, this one on your right. This one holds Dark Jedi and a Dark Jedi Master. When you finish your attacks, run up the long stepped corridor, open the blast door, and enter the hangar bridge area.

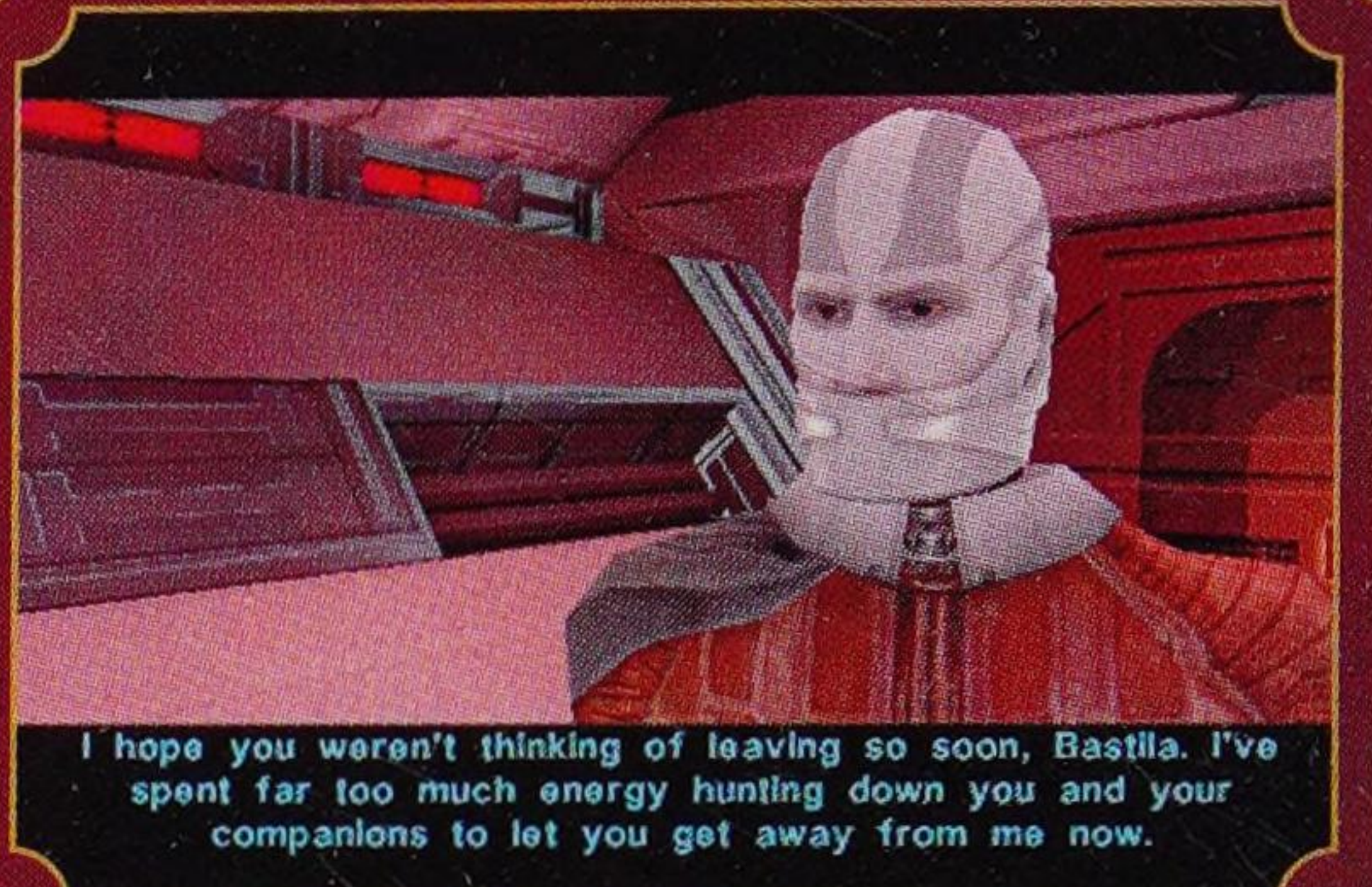


The hangar bridge contains a number of Dark Jedi and heavy Sith troopers. Attack them, and search the large chamber after your victory. Optionally, you can run to the window and look down into the hangar, to see the *Ebon Hawk* awaiting your arrival. When you finish your sight-seeing, open the blast door to the chamber's west, and move through, down the stepped corridor.

CAUTION

Final warning! Plot revelations ahead!

Action 7: Now I Am the Master

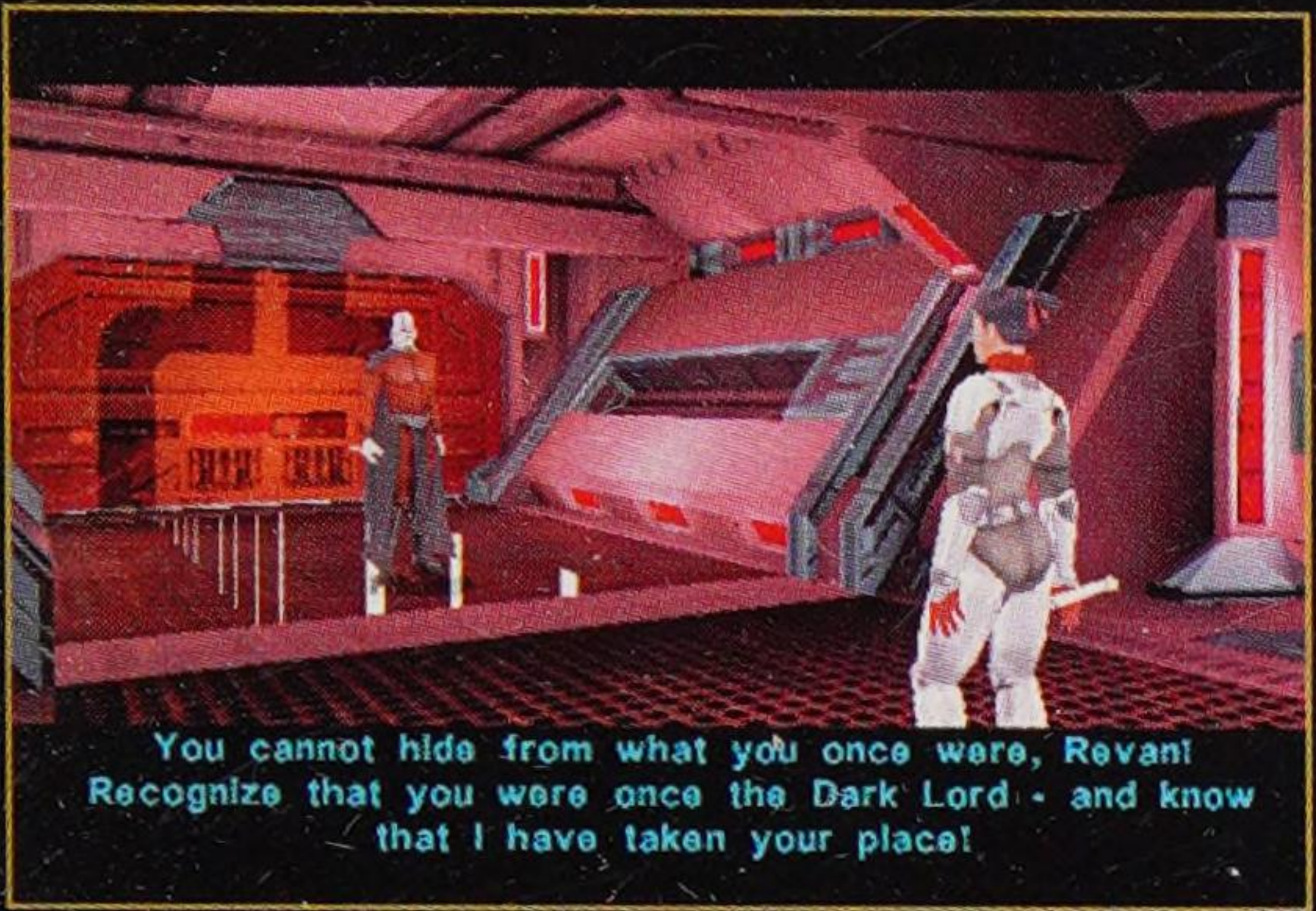


I hope you weren't thinking of leaving so soon, Bastila. I've spent far too much energy hunting down you and your companions to let you get away from me now.

Darth Malak makes his presence felt.

At the stepped corridor's bottom, the blast door in front of you opens, and Darth Malak strides into view. He addresses Bastila, stating that she has been a hard quarry to track down and wondering why the Jedi Council let you live. If all this is confusing to you,

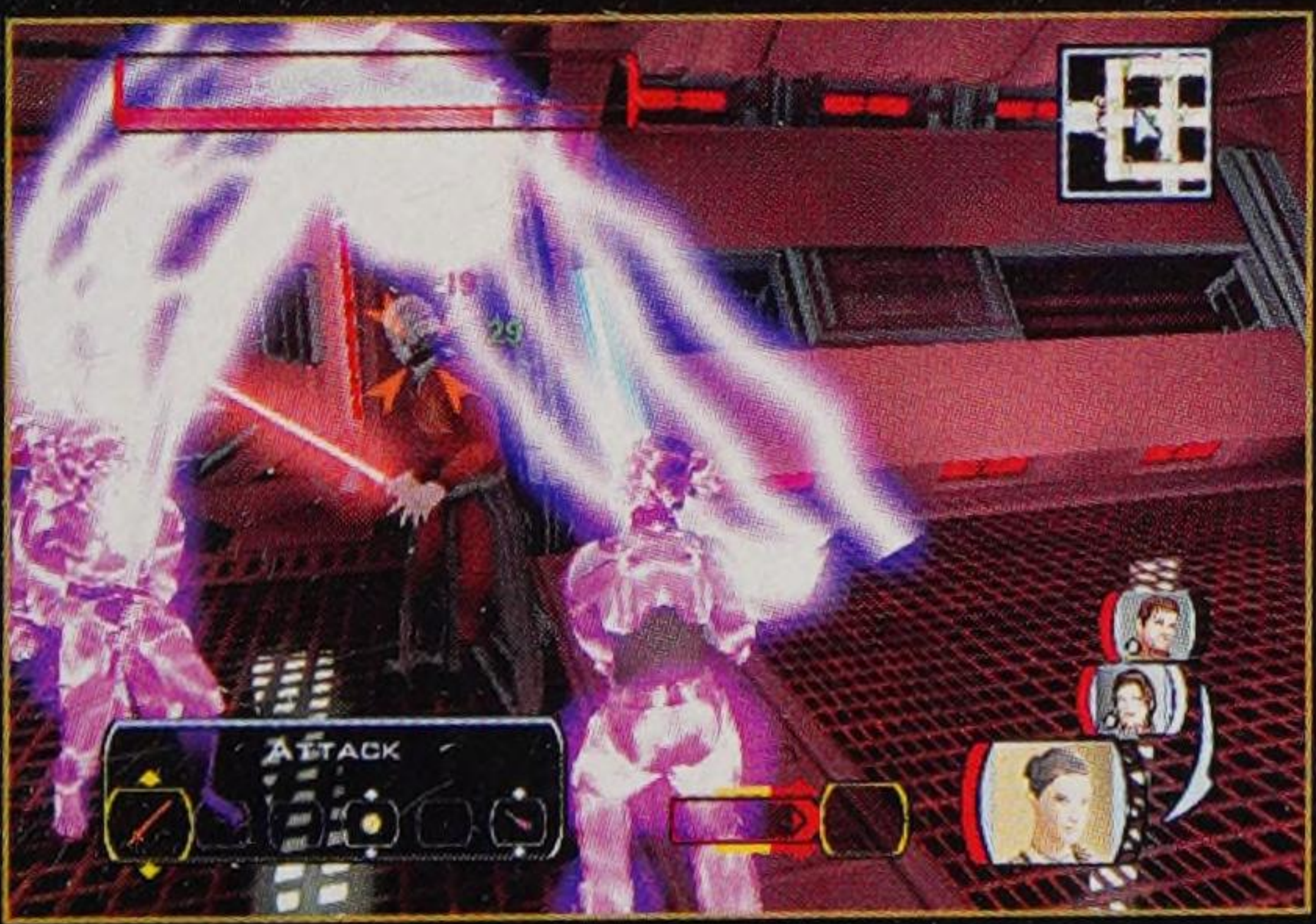
prepare for a revelation! Your mind flashes back to previous conversations and memories on numerous worlds, and the location of the star maps. As the memories of the Jedi Council seep into your mind's eye, you stagger back with an incredible realization!



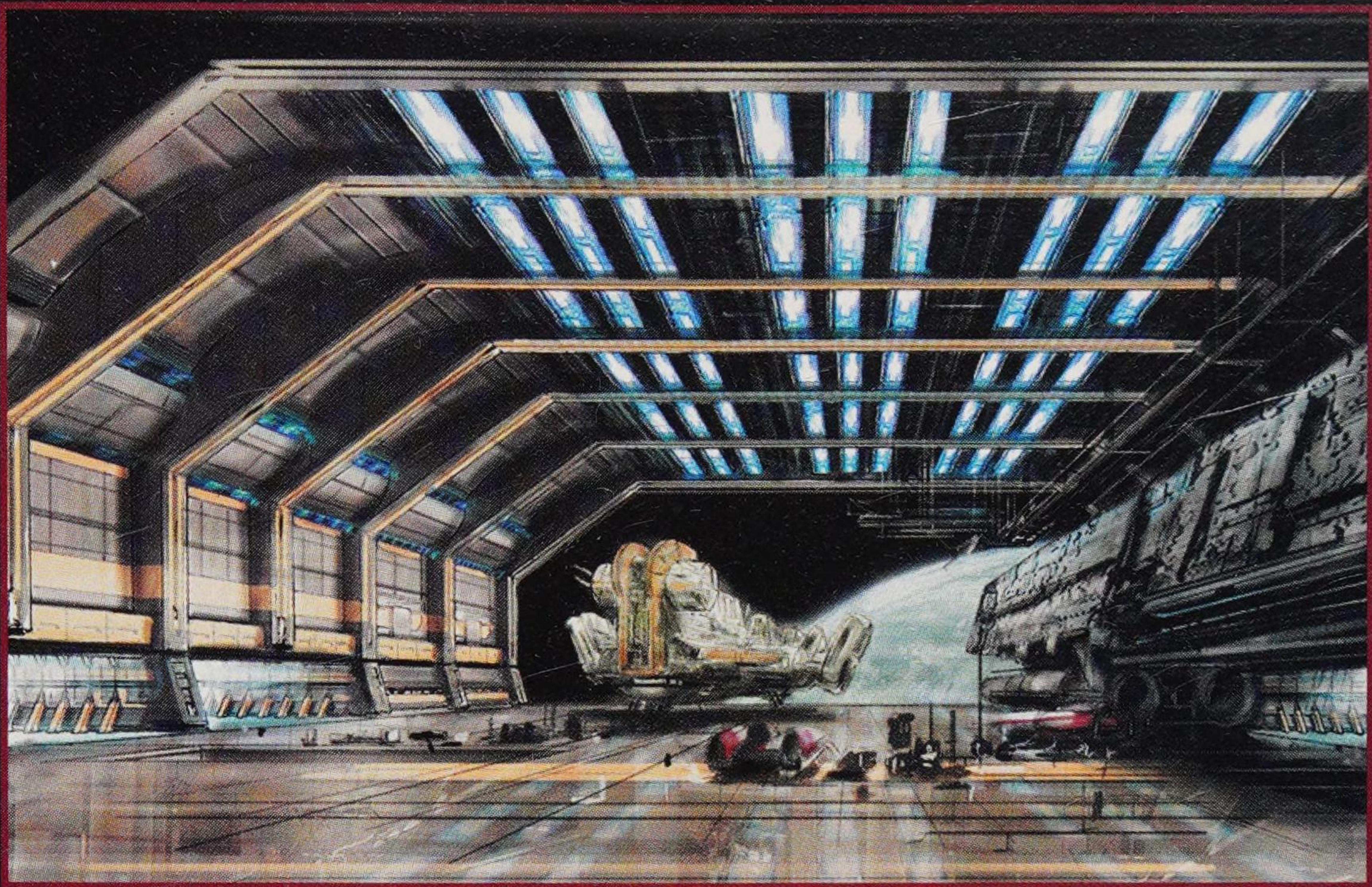
You cannot hide from what you once were, Revan! Recognize that you were once the Dark Lord - and know that I have taken your place!

Memories of the dark side and the Sith flood your synapses, and Malak hammers the point home; stating that you were the Dark Lord Darth Revan! The Jedi set a trap against a small Republic fleet. A Jedi force took and wiped your mind and attempted to turn you against your followers, including Darth Malak—your apprentice!

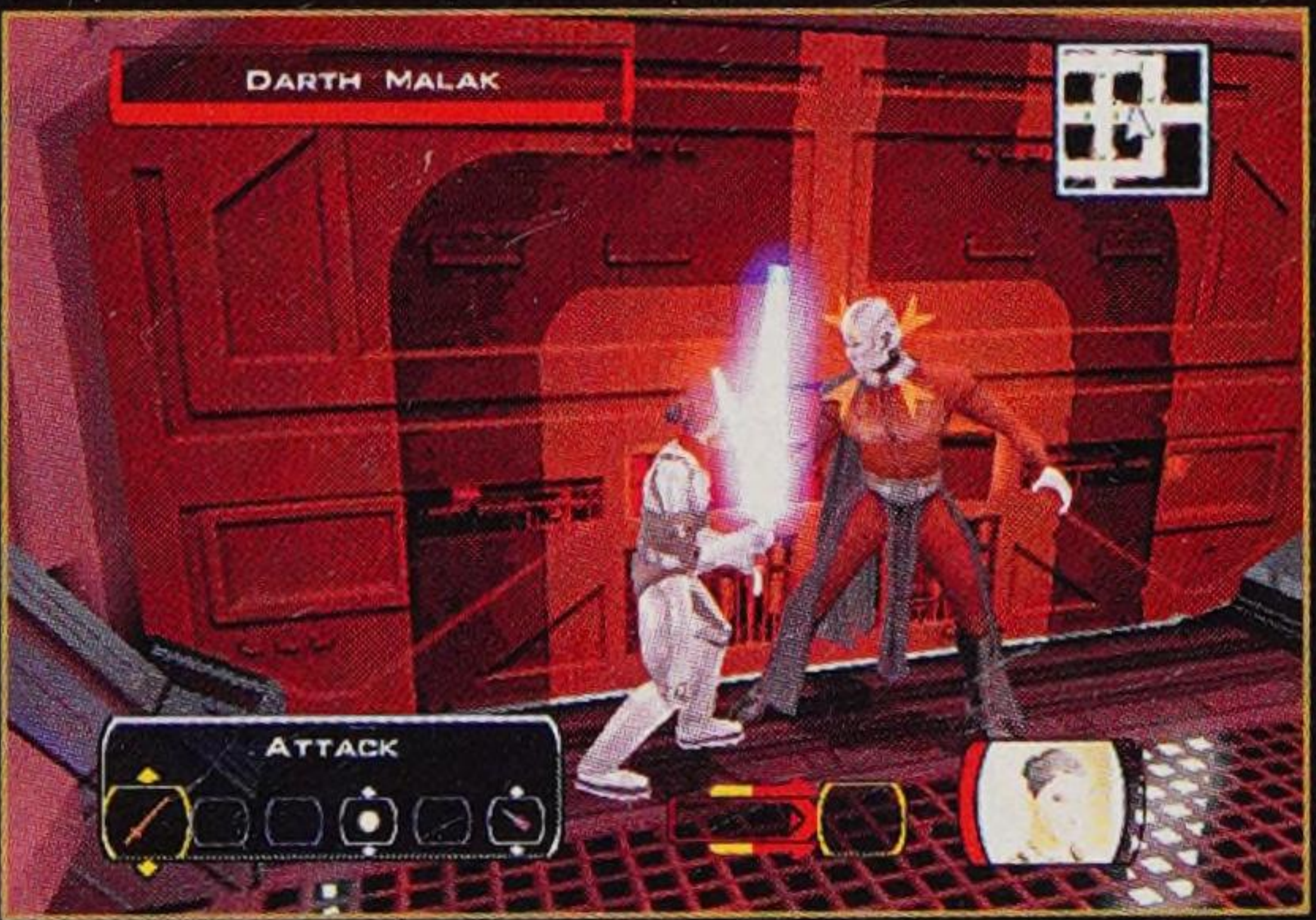
The betrayal by Malak was a matter of survival of the fittest, and he seized the Sith throne with a masterful stroke. Perhaps Bastila could inform you about how you survived the final battle—as she was part of the strike force that captured you! Bastila confirms this, and tells you the Jedi Council healed your damaged mind and programmed it with a loyal Republic identity. Now you know the truth—you are a Sith Lord. Malak scoffs at the mistake the Jedi Council made in letting you live, and Malak intends not to make the same mistake!



Combat begins against Darth Malak. You must inflict 100 points of damage on him while he attacks with the full force of a Dark Jedi Lord. Carth and Bastila are left almost helpless, while you bear the brunt of Malak's strikes; try to attack from afar. After he causes enough damage, Malak returns through the blast door, and seals it behind him.



Malak's incredible power incapacitates both Carth and Bastila, leaving you to find the fiend. Open the blast door to your north or south. Both are unlocked, unlike the one ahead. Move down the corridor, turn, run to the corridor's end, open the next blast door (not the one to your side), open another door after rounding a corner, and emerge east of this square-shaped corridor junction's center (Waypoint T).



The only open door is the one behind you, leading to the corridor square's middle, on the opposite side from where Malak escaped. Open it, and Malak charges through. You must now face him in one-on-one combat. Strike him until you inflict more than 100 points of damage. When this occurs, a blast door bursts open, and Bastila charges in, attacking Malak and allowing you and Carth to escape. Her sacrifice will not be in vain!

This isn't over, Malak!

Run east of the corridor, looking for the hangar bay doors, and head on through. You appear inside the hangar; sprint for the *Ebon Hawk*. The ship blasts off and away from the *Leviathan* under heavy laser fire. Boosting across the heavens on a search for the Star Forge, it comes under attack from Sith fighters. You are needed in the *Ebon Hawk*'s turret. After you destroy six fighters, you must locate the final star map, then find the homeworld of the Rakata, the builders and creators of the Star Forge. They will lead you to your destiny.

Unknown World

Mission Overview

As you arrive out of hyperspace, you receive your first glimpse of the alien technology discovered by the Sith. Powered by the collapsed sun underneath it, a gigantic generator pulses and crackles with power and malevolence. The spectacle is given further grandeur by the thousands of ships surrounding the alien construction; the true scope of Darth Malak's fleet boggles the mind, with cruisers and fighters that seem to stretch to the very edge of the galaxy's horizon.

Immediately after arriving in the system, the *Ebon Hawk* is attacked by a fleet of fighters. You can survive the attack, but the *Ebon Hawk* is forced to crash-land after being damaged by an energy field surrounding the system's solitary planet, an island paradise.

The Unknown World is the ancestral home of the Rakata, the ancient race of builders that constructed the star maps and the Star Forge. This planet is a technological graveyard, a once-great civilization left in ruins after countless millennia of civil war. The native Rakatans have devolved into a primitive tribal people divided into two factions.

There is a Temple of the Ancients on the Unknown World, but you can get inside only with the help of either group of Rakatans. You have to ally yourself with one of the tribes and help it destroy the other. At the top of the temple is a computer that disables the defense matrix around the Star Forge.

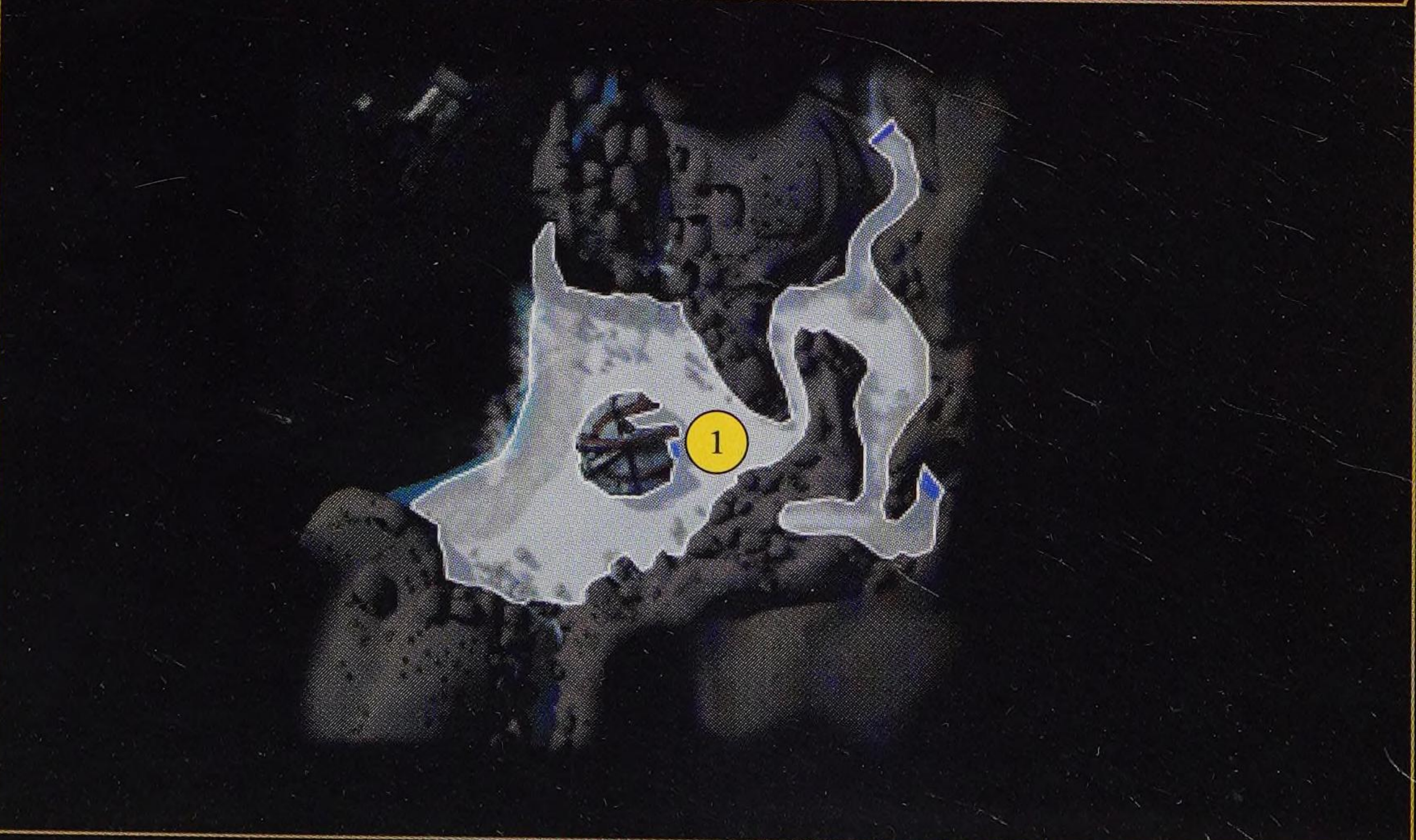
After your crash-landing onto the Unknown World, you must search around to find the necessary parts to repair the *Ebon Hawk*.

NOTE

The *Ebon Hawk*'s controls are disabled when you land on the Unknown World, and you can't call up the galaxy map again until you've repaired the hyperdrive in the engine room.

Area Overview 1: Central Beach

Central Beach

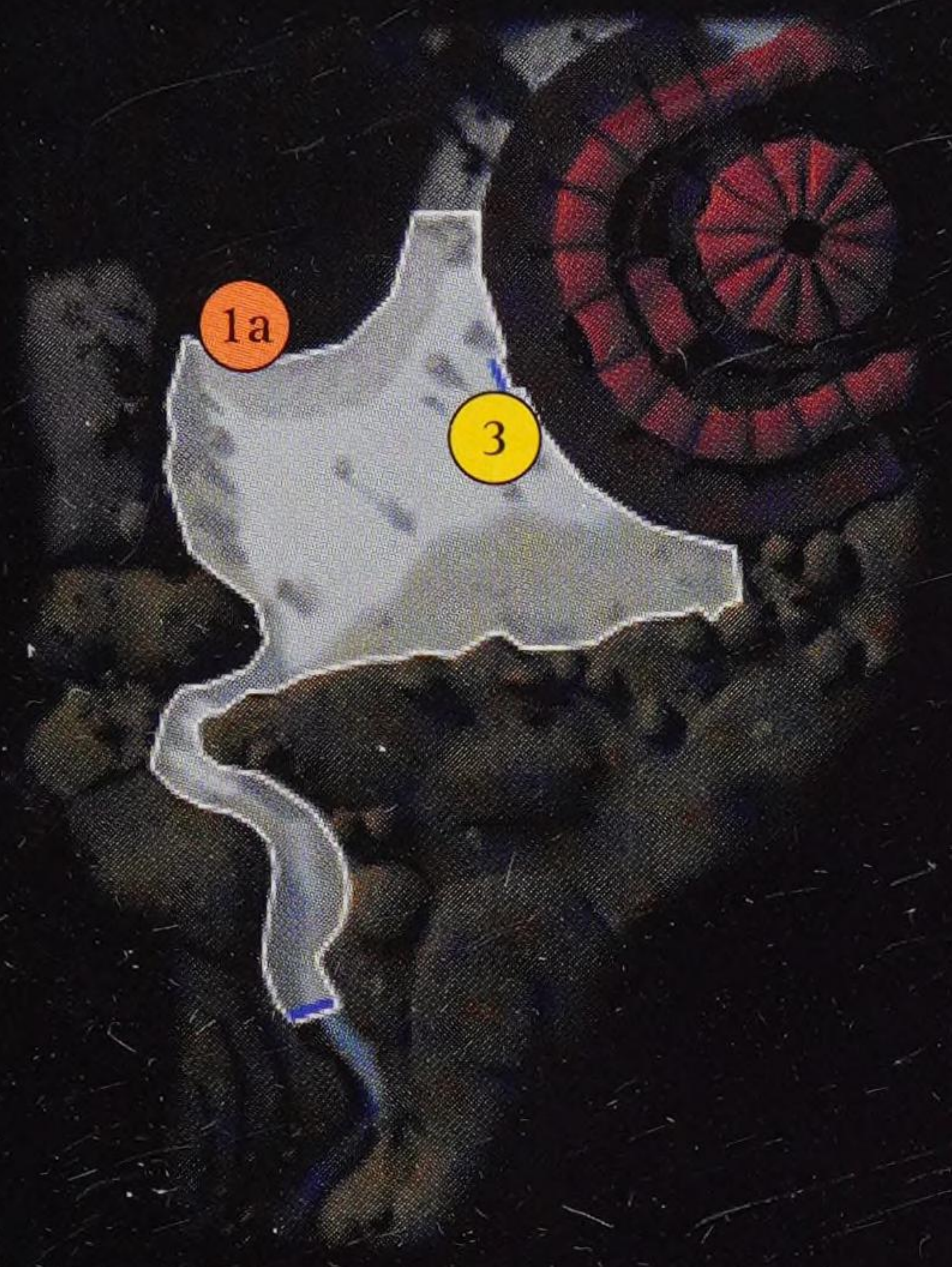


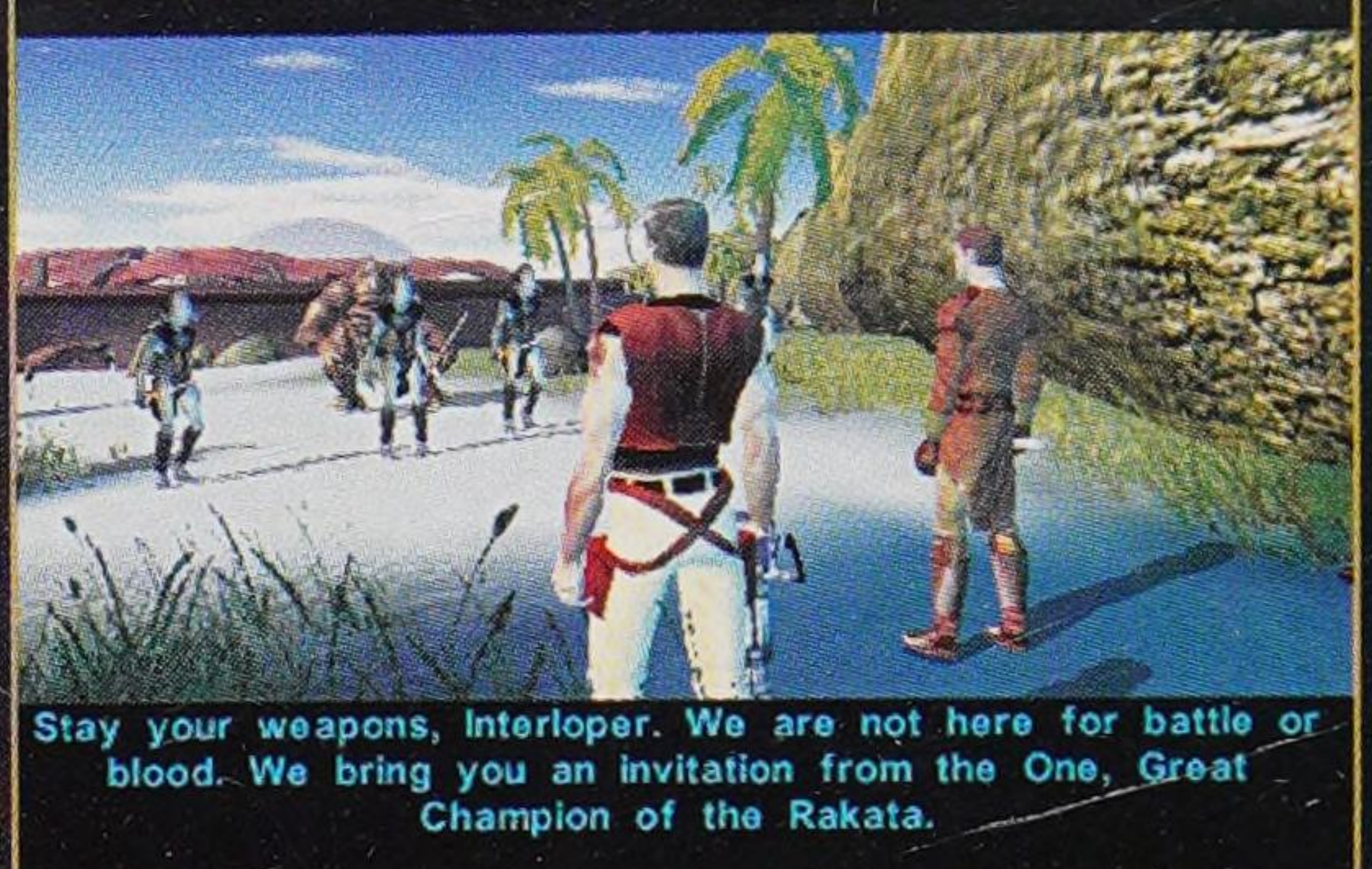
RAKATAN WARRIOR
ENEMY SIGHTED!
to continue
to engage
ATTACK

This is where you crash-land on the Unknown World. Walk toward the trail and you're immediately attacked by a "welcoming committee" of Rakatans (Waypoint 1). Defeat the Rakatans and you're profusely thanked by a pair of Duros who explain how they ended up on this planet along with you. They also tell you of a group of havoc-wreaking Mandalorians elsewhere on the Unknown World.

Area Overview 2: North Beach

North Beach

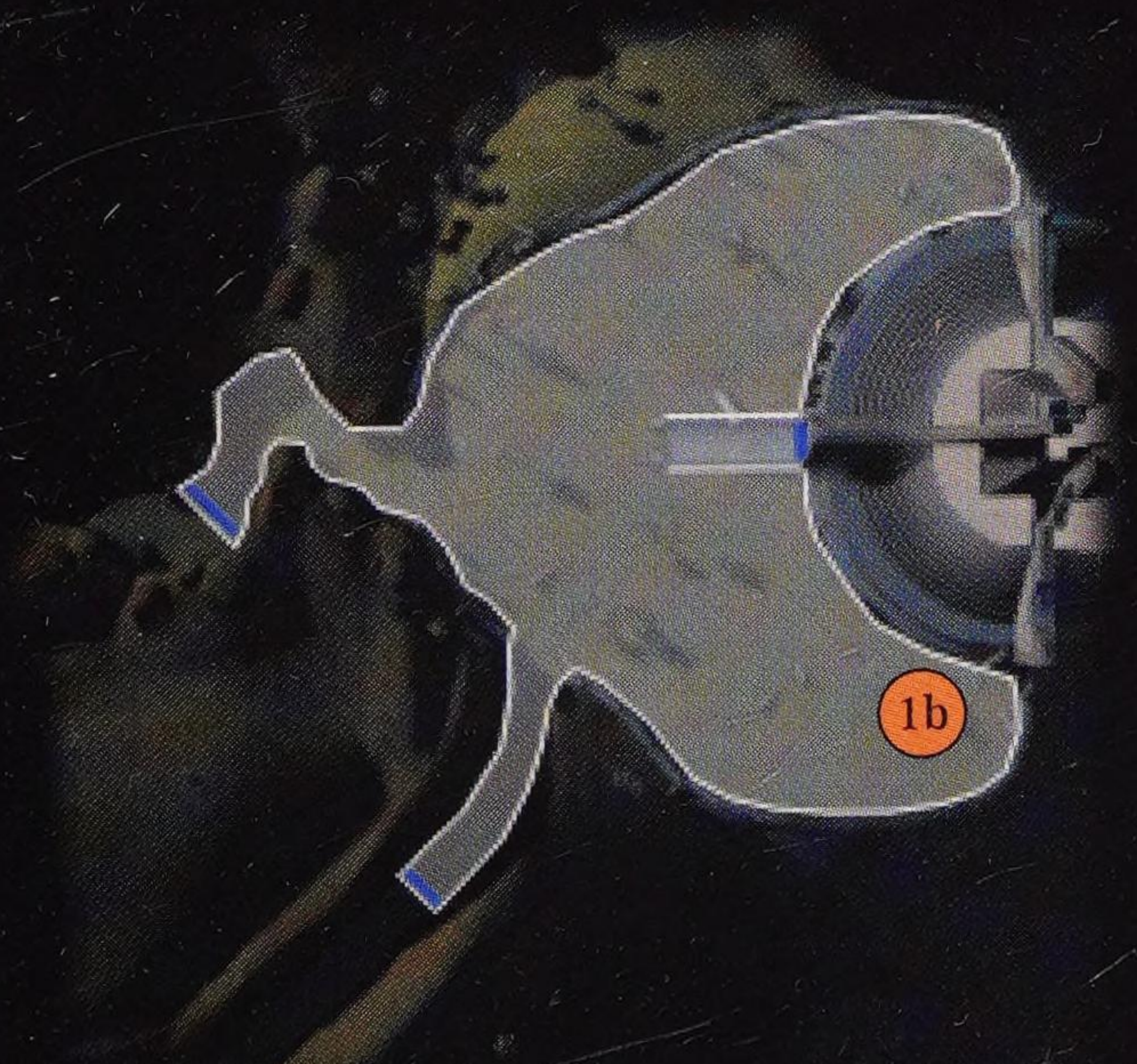



Stay your weapons, Interloper. We are not here for battle or blood. We bring you an invitation from the One, Great Champion of the Rakata.

The North Beach has the entrance to the Black Settlement (Waypoint 3). If you're hostile toward the One and his Rakatans, they attack as you approach the entrance. Also, if you come here after speaking to the Elders, the One's warriors attack you right away. (You can't be hostile toward the One if you've already turned the Elders hostile, however.)

Area Overview 3: Temple Exterior

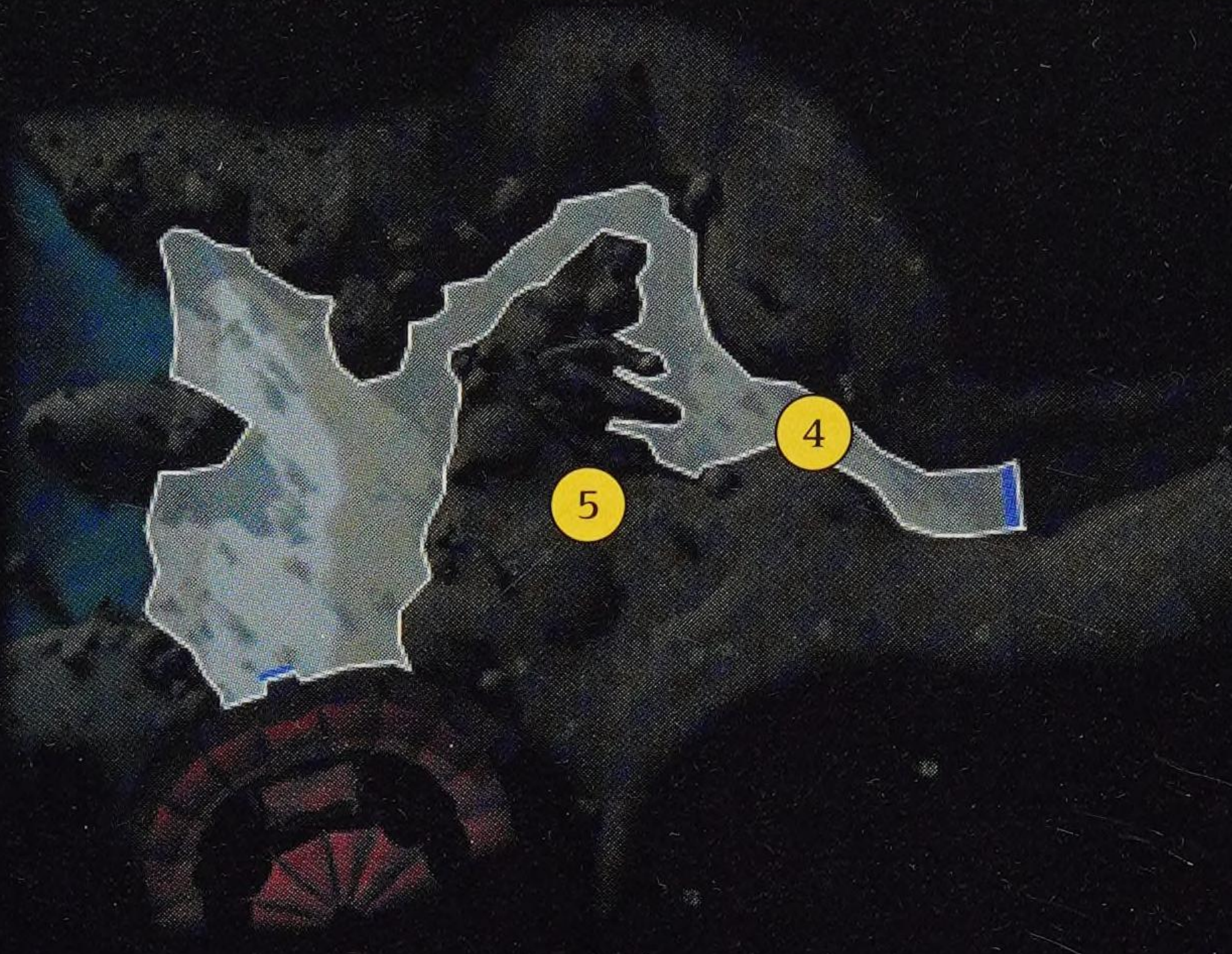
Temple Exterior

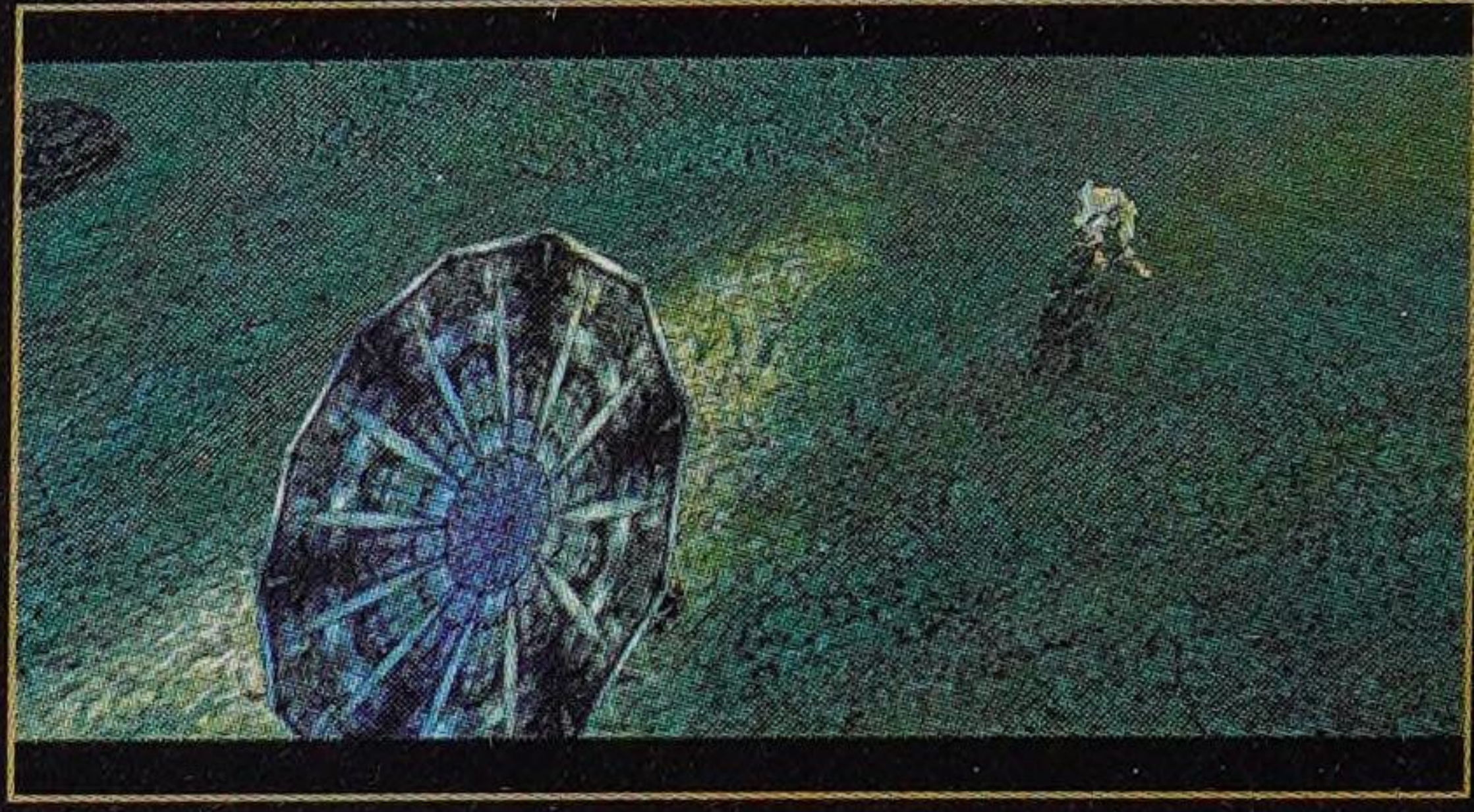


As you approach the temple, two wild rancors attack you, and you have little choice but to deal with them. Another two rancors live on the north side of the temple exterior, and you're well advised not to mess with them. There are exits to the Central and South Beaches here. You can't enter the temple until after earning the trust of either the One or the Elders.

Area Overview 4: South Beach

South Beach



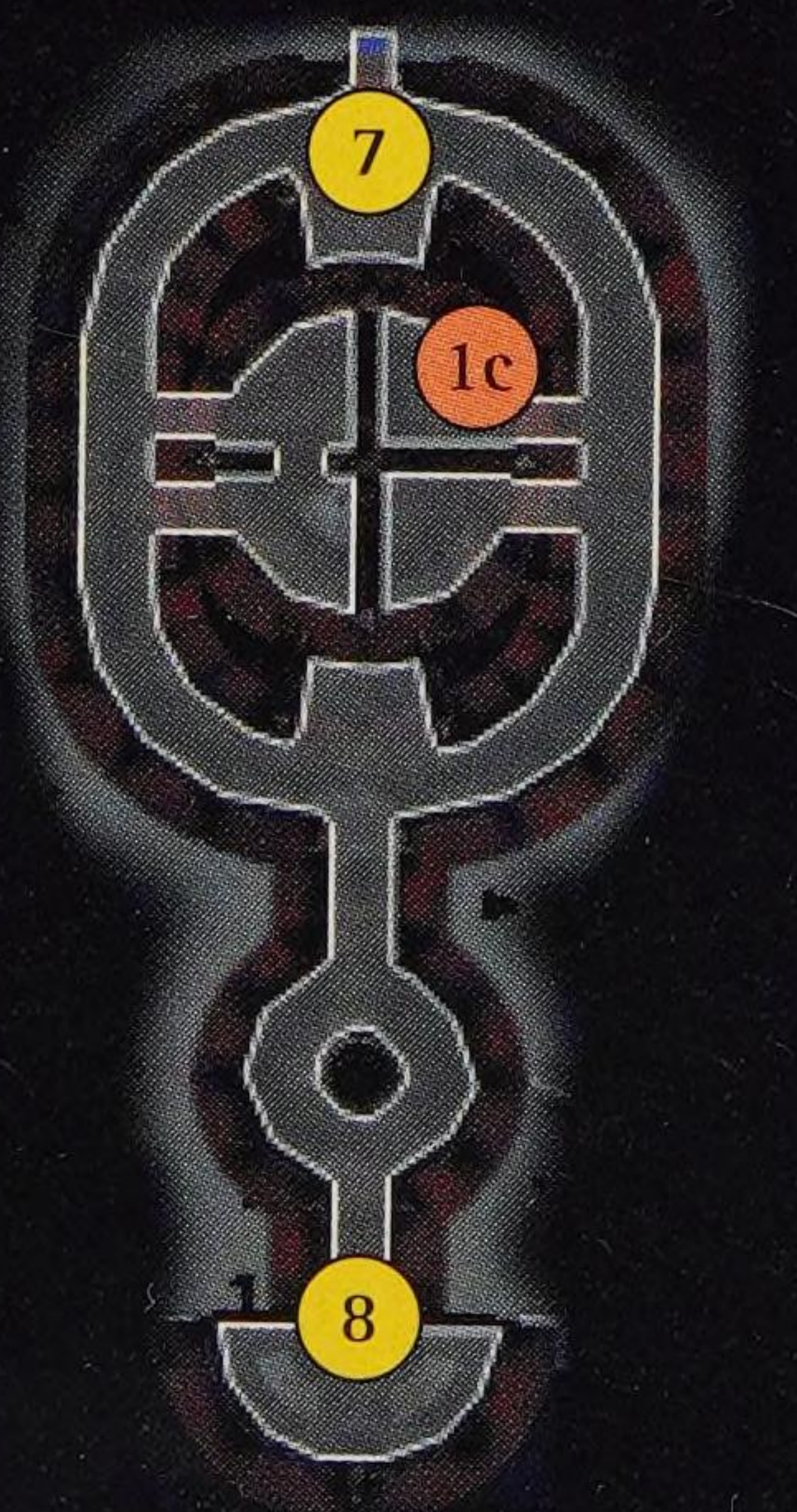


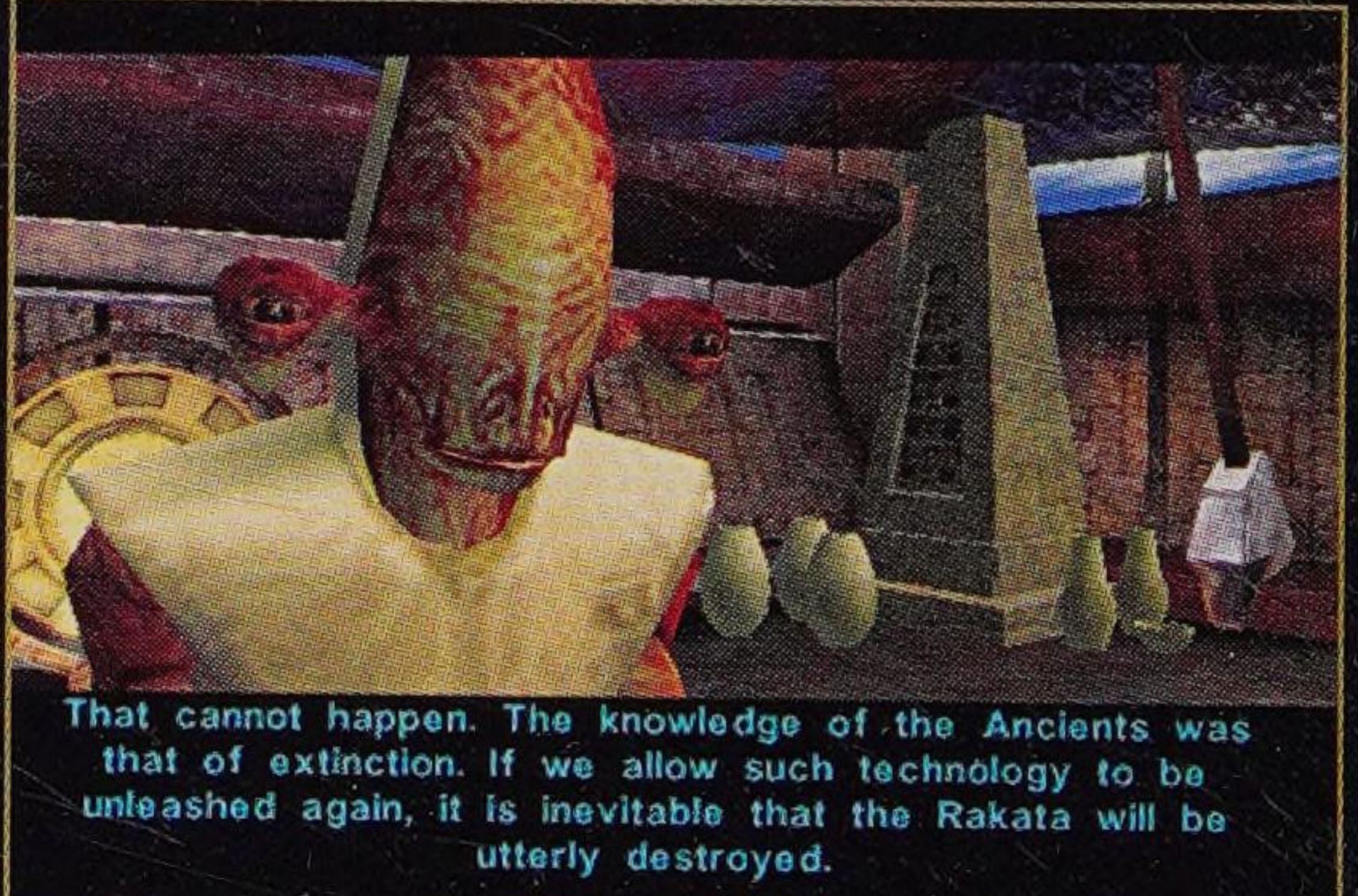
As you enter the South Beach for the first time, you watch a gizka get vaporized by a trap (Waypoint 4). Keep an eye out for several other traps as you proceed. Work your way inside the wreckage to find a pile of ship parts (Waypoint 5) that you can use to repair the *Ebon Hawk*'s hyperdrive. Two young rancors attack as you approach the exit to the beach.

When you approach the entrance of the Elder Settlement (Waypoint 6) for the first time, you're intercepted by a holocron and asked why you've come. Give the holocron your true identity, or say that you seek the Star Forge, to be allowed inside. If you say you've been sent by the One, you'll suffer a world of hurt.

Area Overview 5: Elder Settlement

Red Settlement

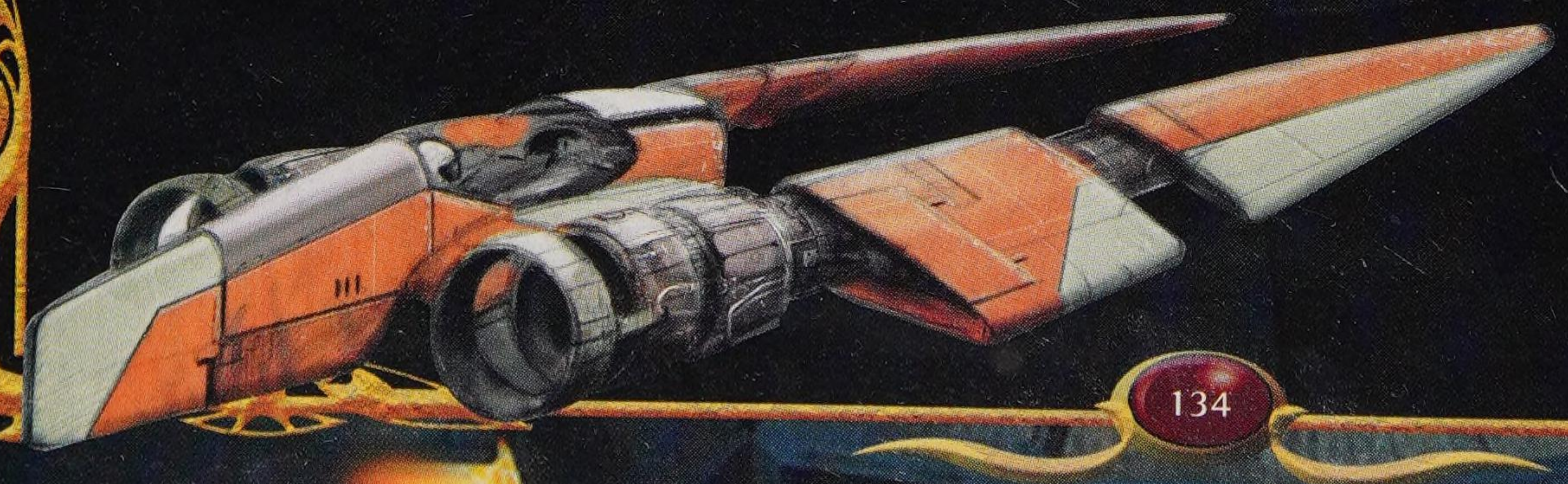




That cannot happen. The knowledge of the Ancients was that of extinction. If we allow such technology to be unleashed again, it is inevitable that the Rakata will be utterly destroyed.

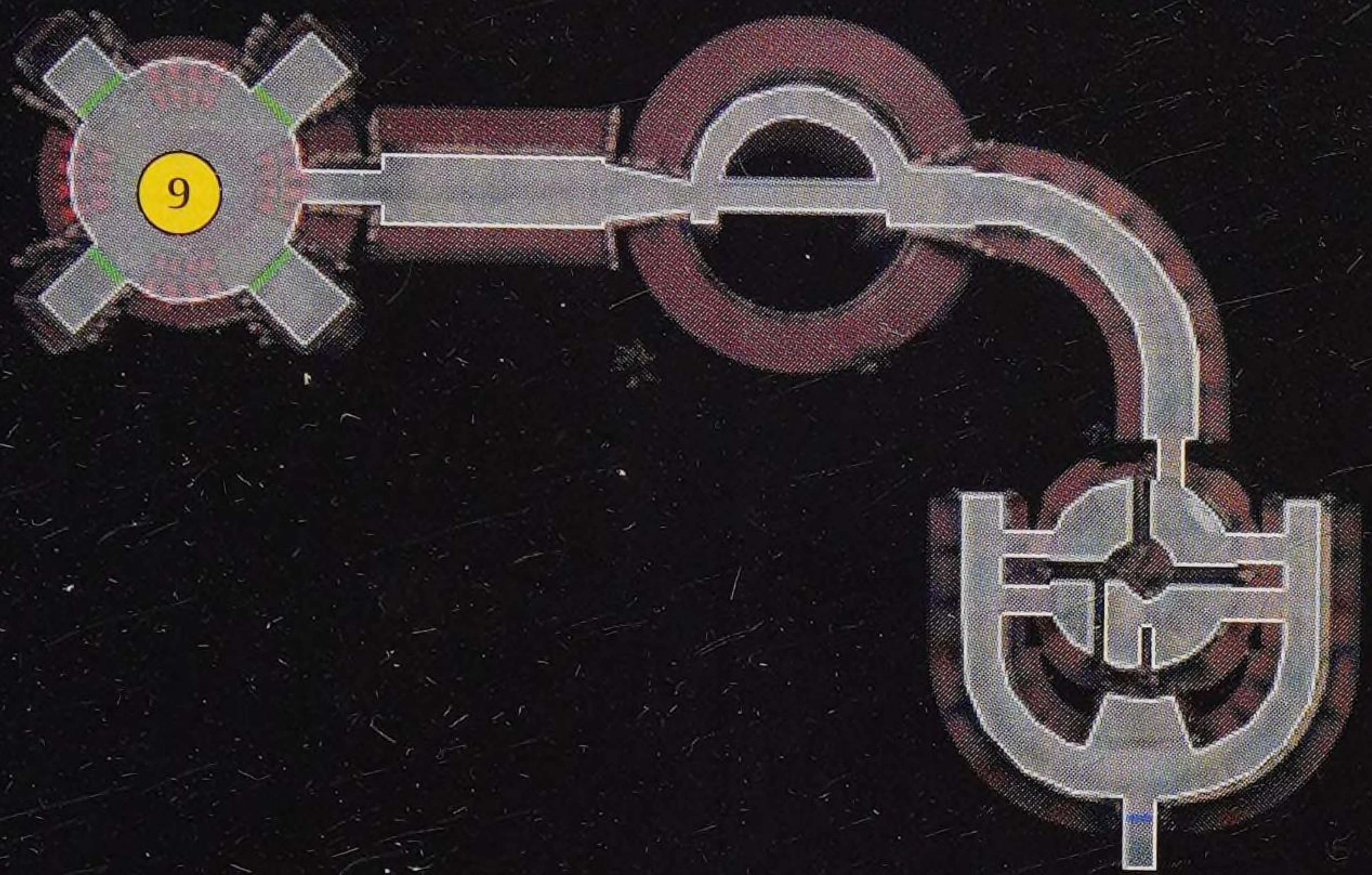
As you enter, you meet with the Elder Council (Waypoint 7). The Elders recognize you and accuse you of betraying them. You can explain how you've changed, or you can threaten the Elders and provoke them into hostility. If you befriend the Elders, they explain a great deal about the history of the Rakatans and ask you to rescue an Elder scout from the One to prove your changed ways.

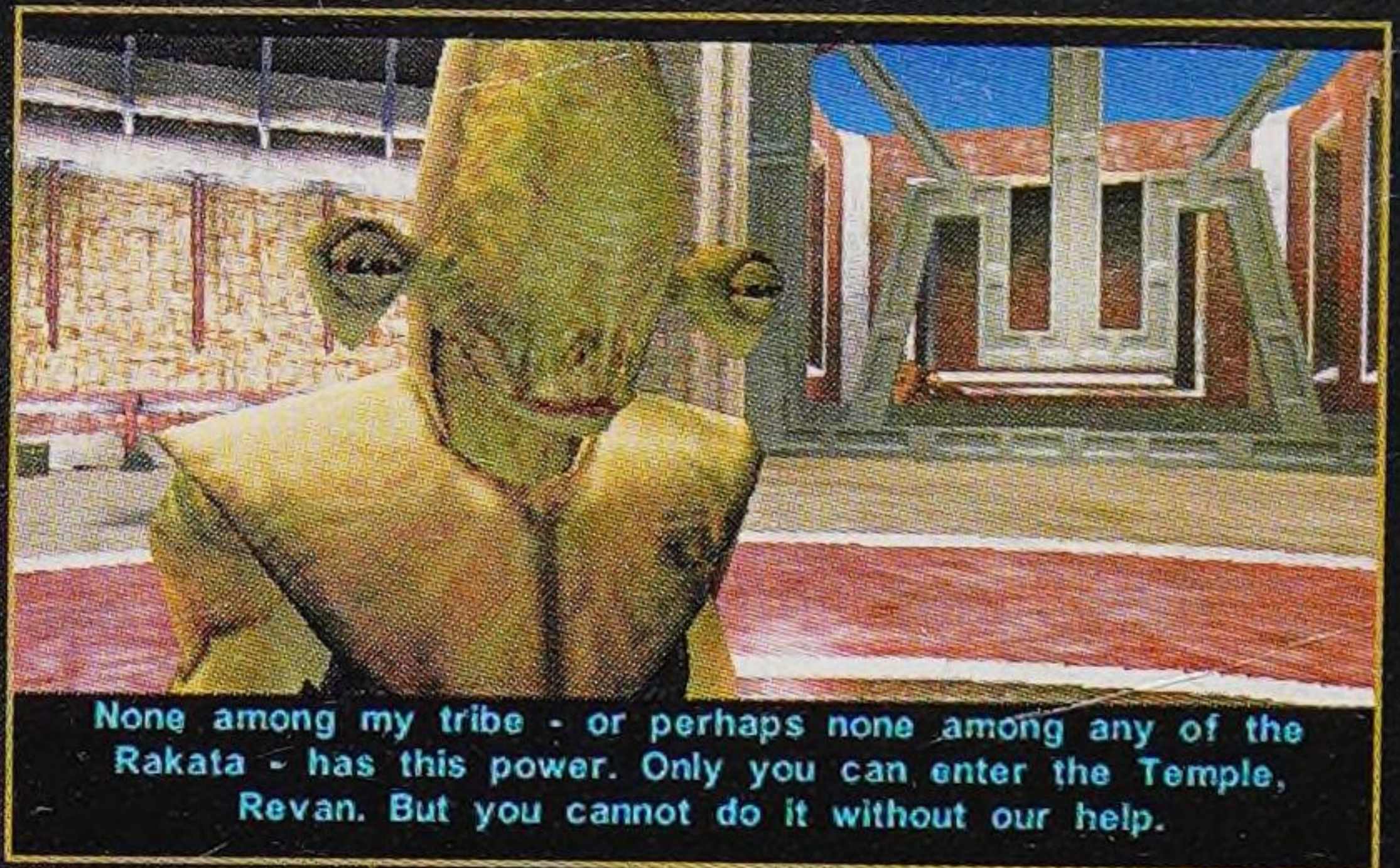
Talk to Keeper Orsaa at the entrance to the computer room (Waypoint 8) for lots of info. Orsaa also carries an ancient tome that the One desires for himself. Use the Rakatan computer inside the computer room for a variety of information.



Area Overview 6: Black Settlement

Black Settlement



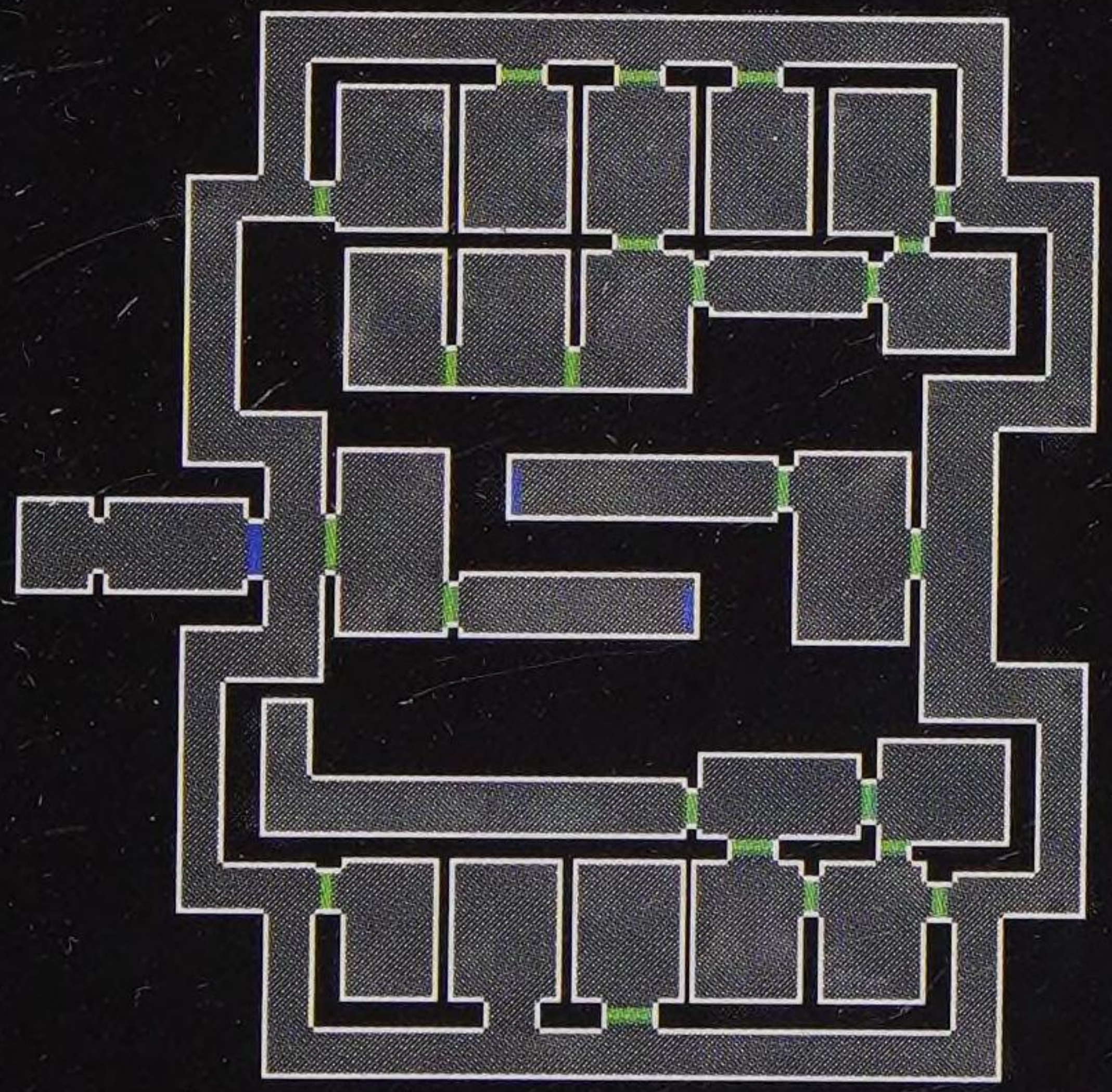


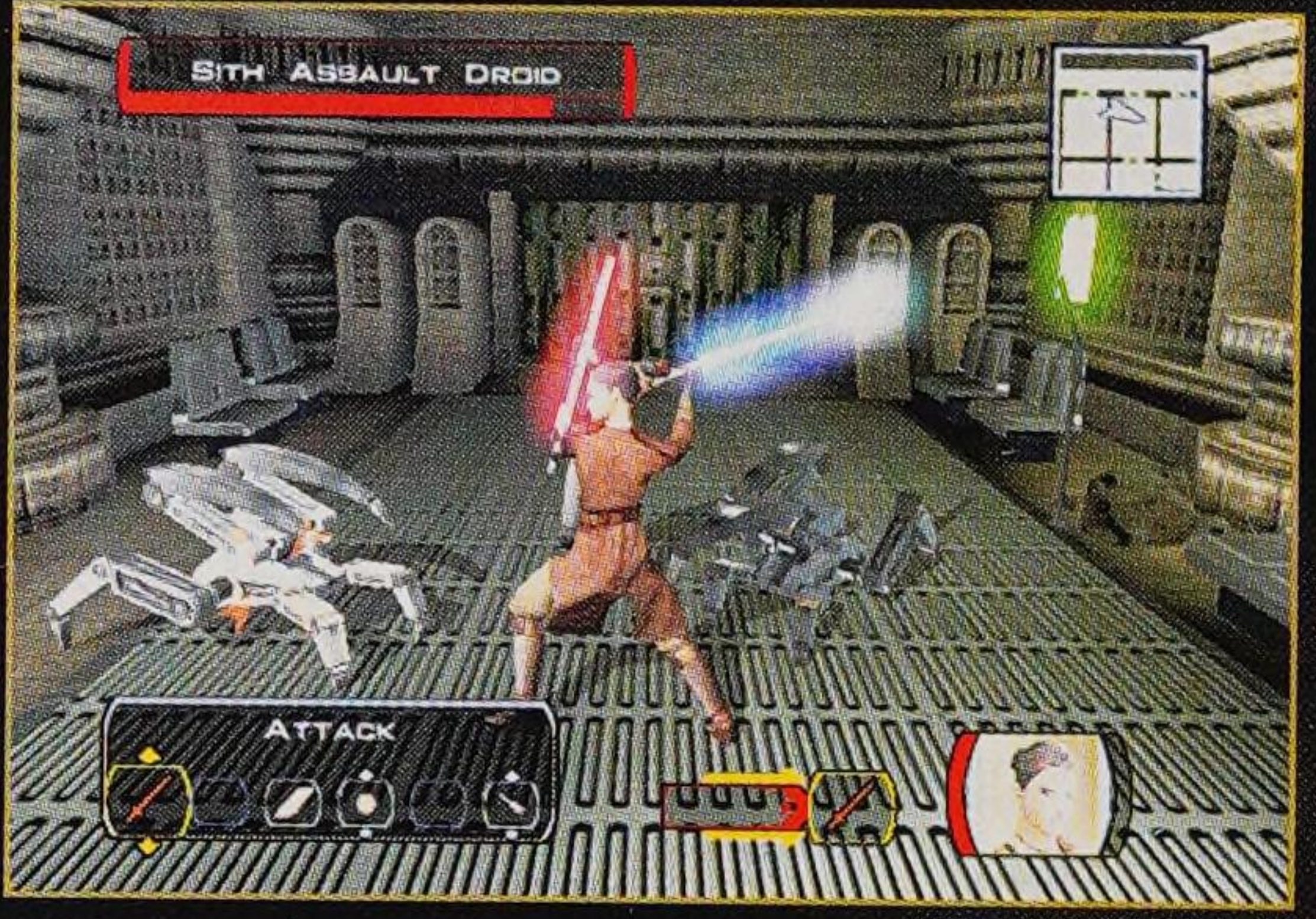
None among my tribe - or perhaps none among any of the Rakata - has this power. Only you can enter the Temple, Revan. But you cannot do it without our help.

The arena of the One (Waypoint 9) is surrounded by four caged rancors. If you enter this arena to attack the One, he runs to a lever and releases the rancors. If you come here with the ancient tome from the Elder Settlement, the One agrees to help you enter the temple. Within one of the rancor cages is a pile of ship parts that you can use to repair the *Ebon Hawk*'s hyperdrive.

Area Overview 7: Temple Main Floor

Temple Main Floor

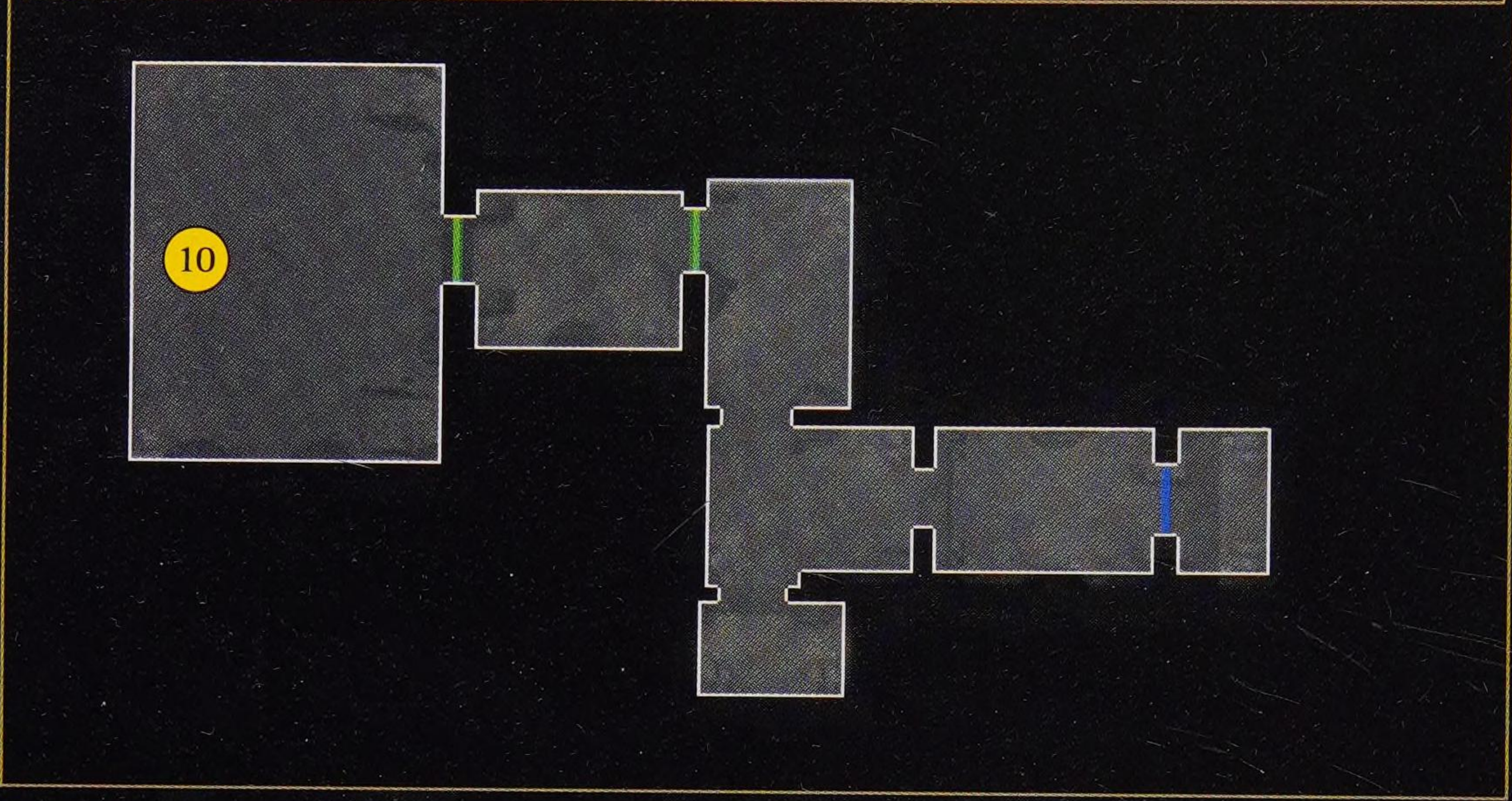


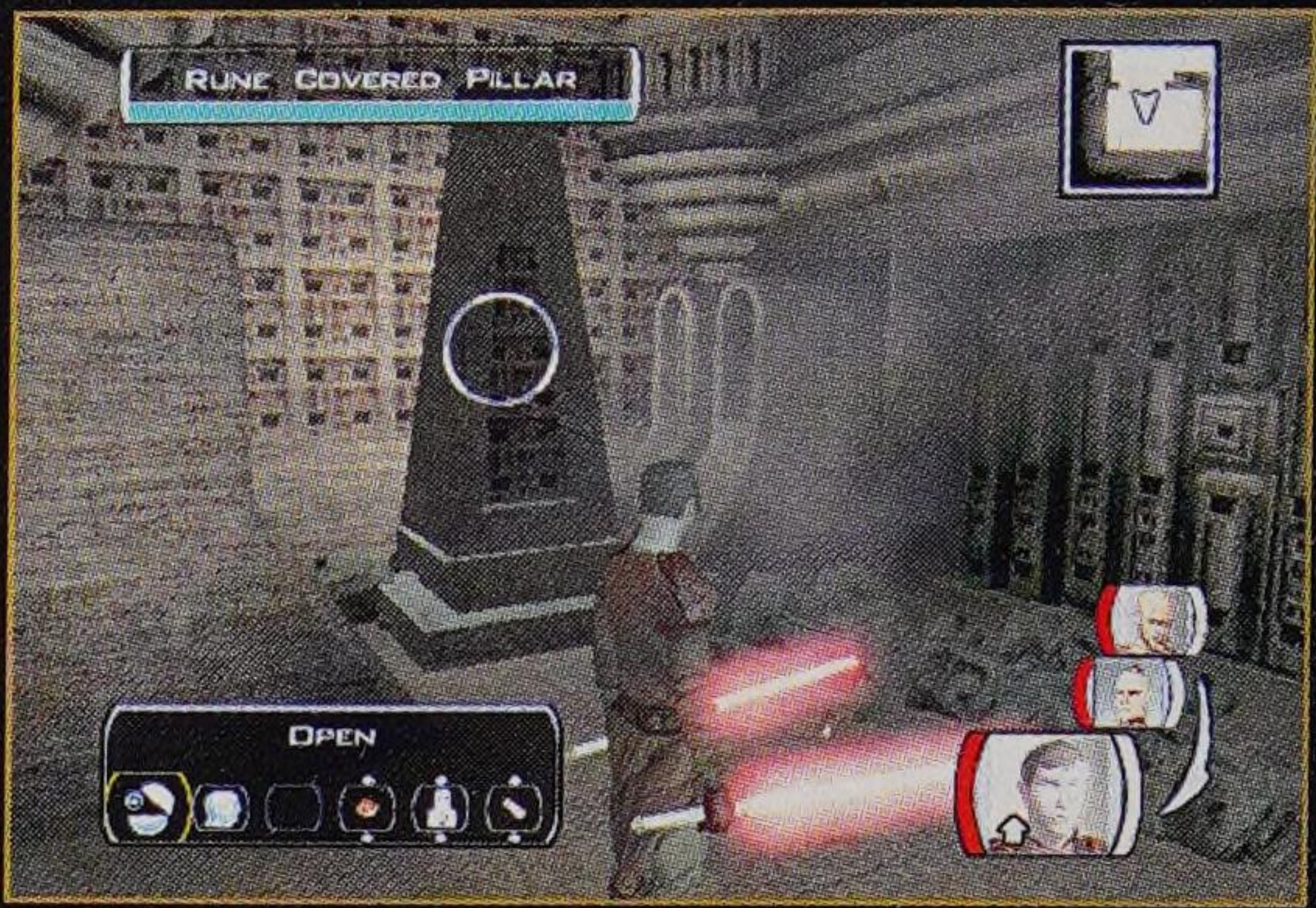


This is the most complex section of the temple, with an abundance of rooms to explore and Sith enemies to battle. The rooms are detailed in the main quest path below.

Area Overview 8: Temple Catacombs

Temple Catacombs

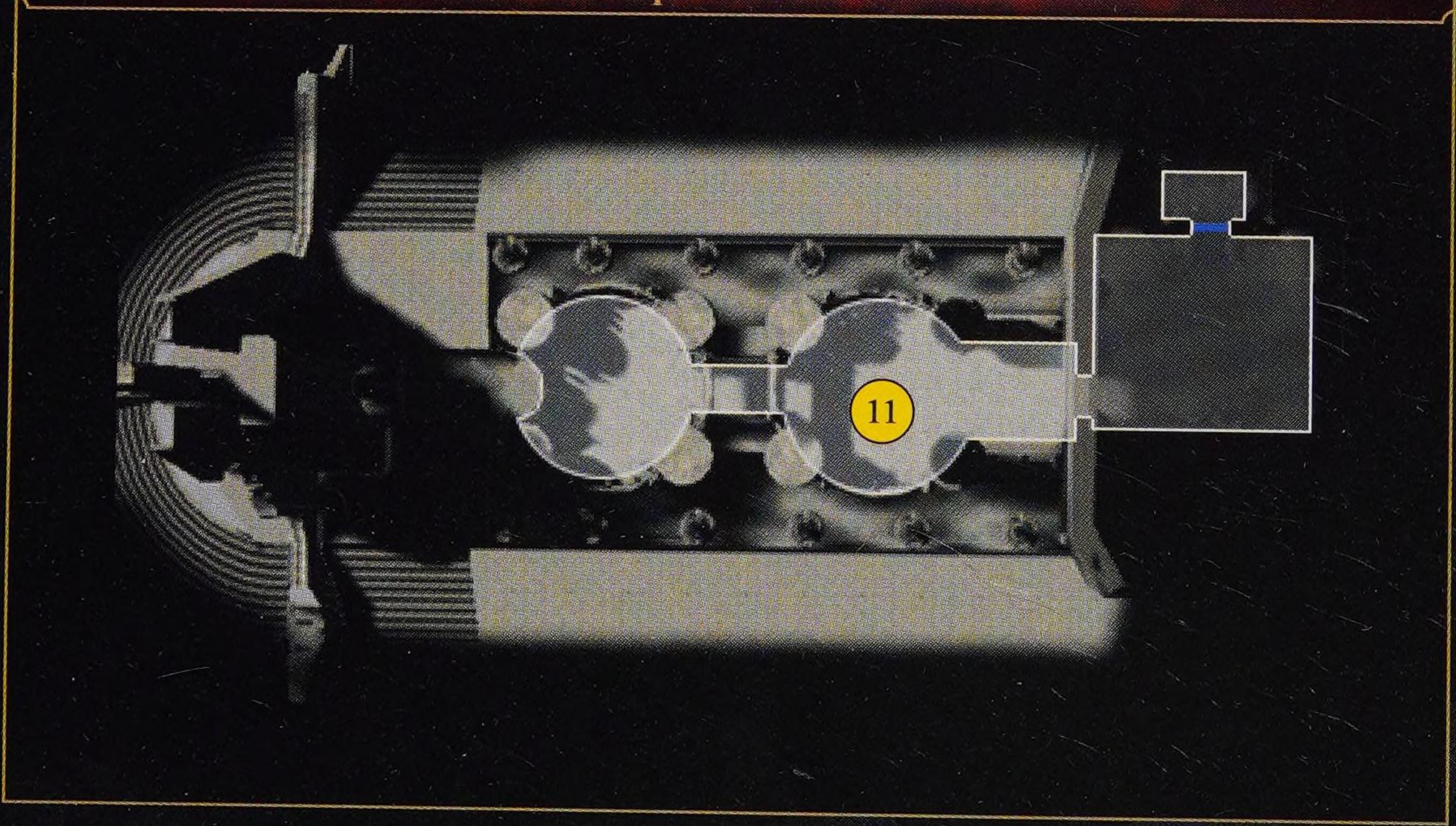


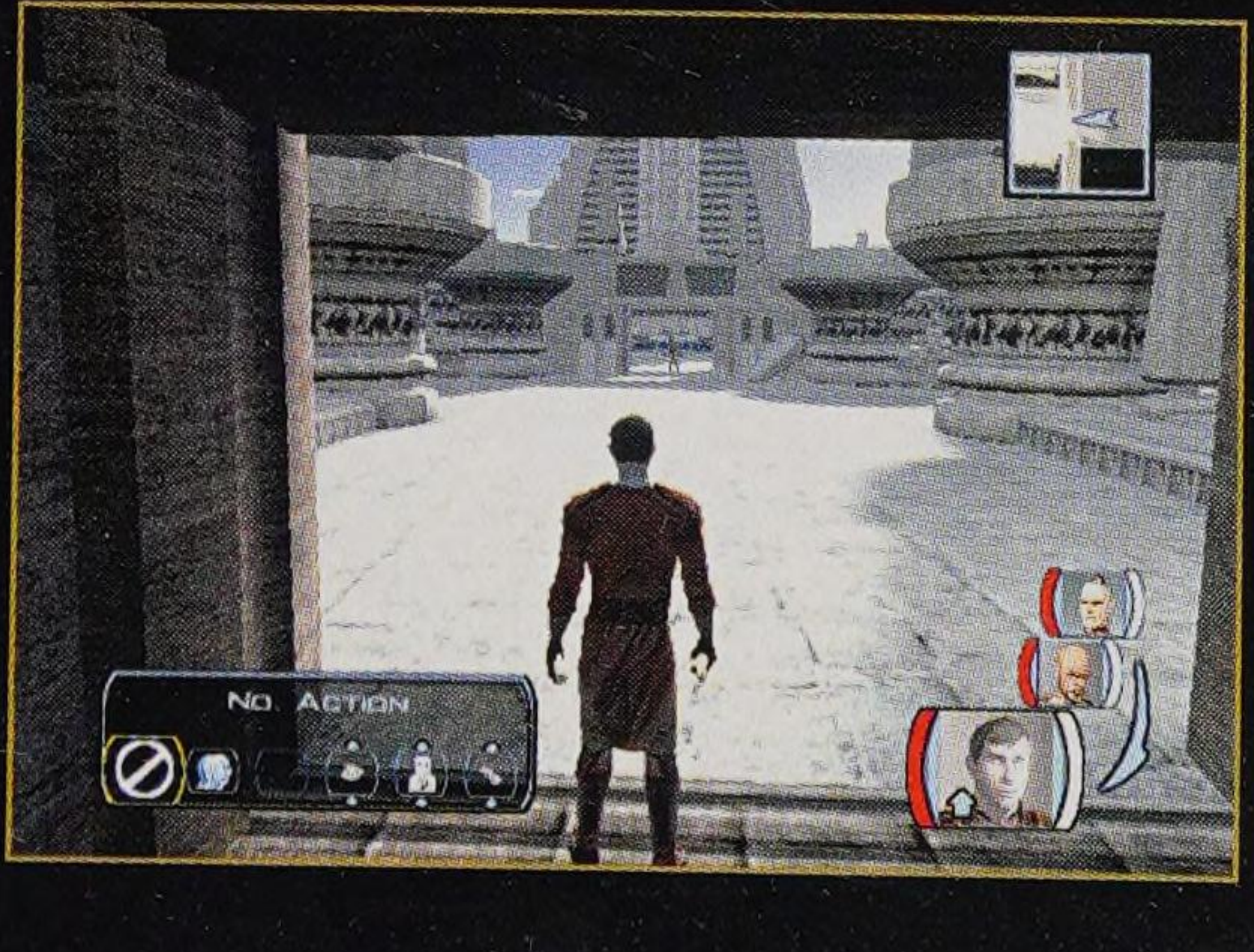


This is the "basement" of the temple, with a powerful computer (Waypoint 10) that can be accessed only after solving a tricky puzzle).

Area Overview 9: Temple Summit

Temple Summit





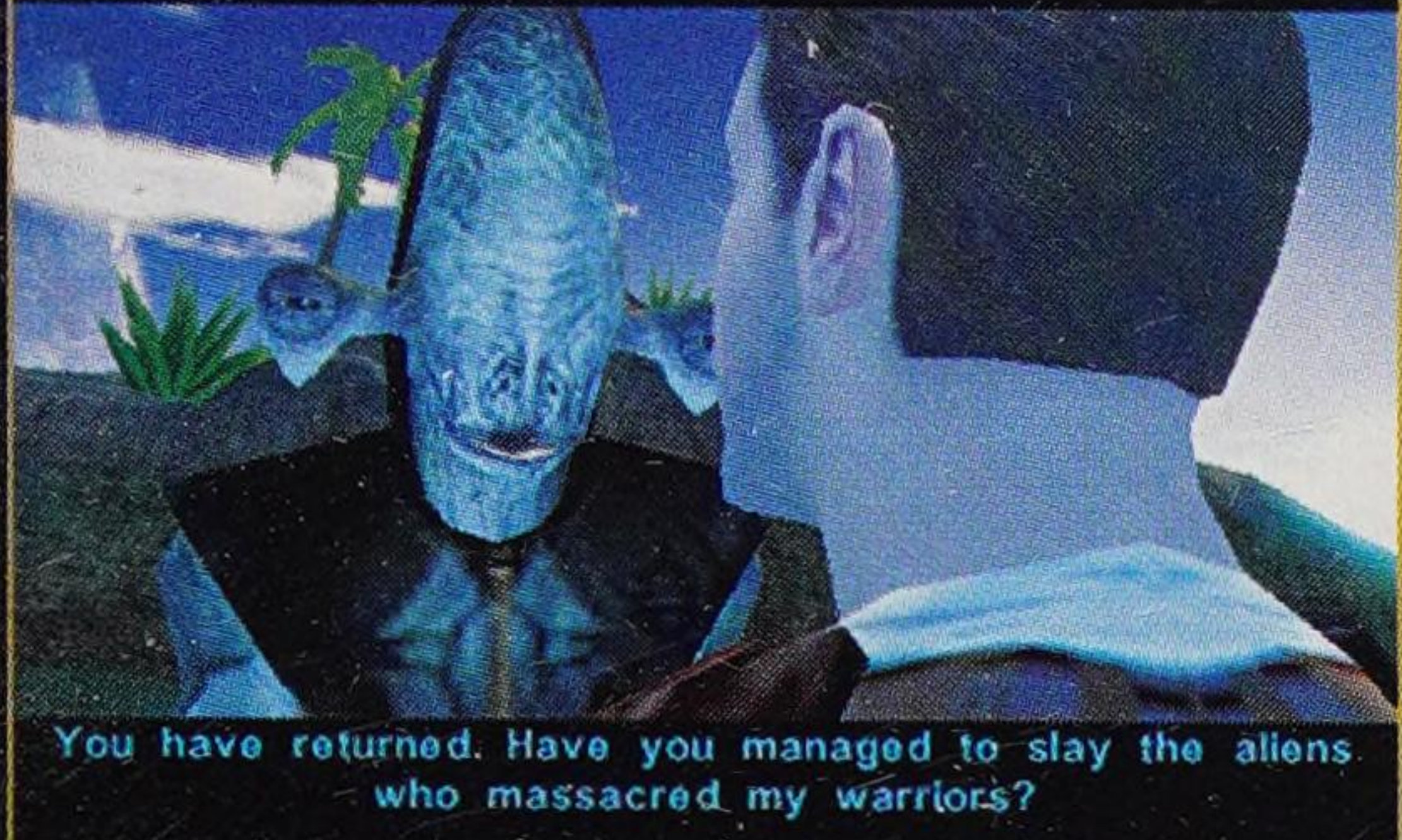
This is the location of a dramatic encounter with Bastila (Waypoint 11) and the point at which the player makes his or her final decision to go down the path of the dark side or the light side.

Quest Overview

There are three quests, one of them a lengthy main objective, to complete on the Unknown World.

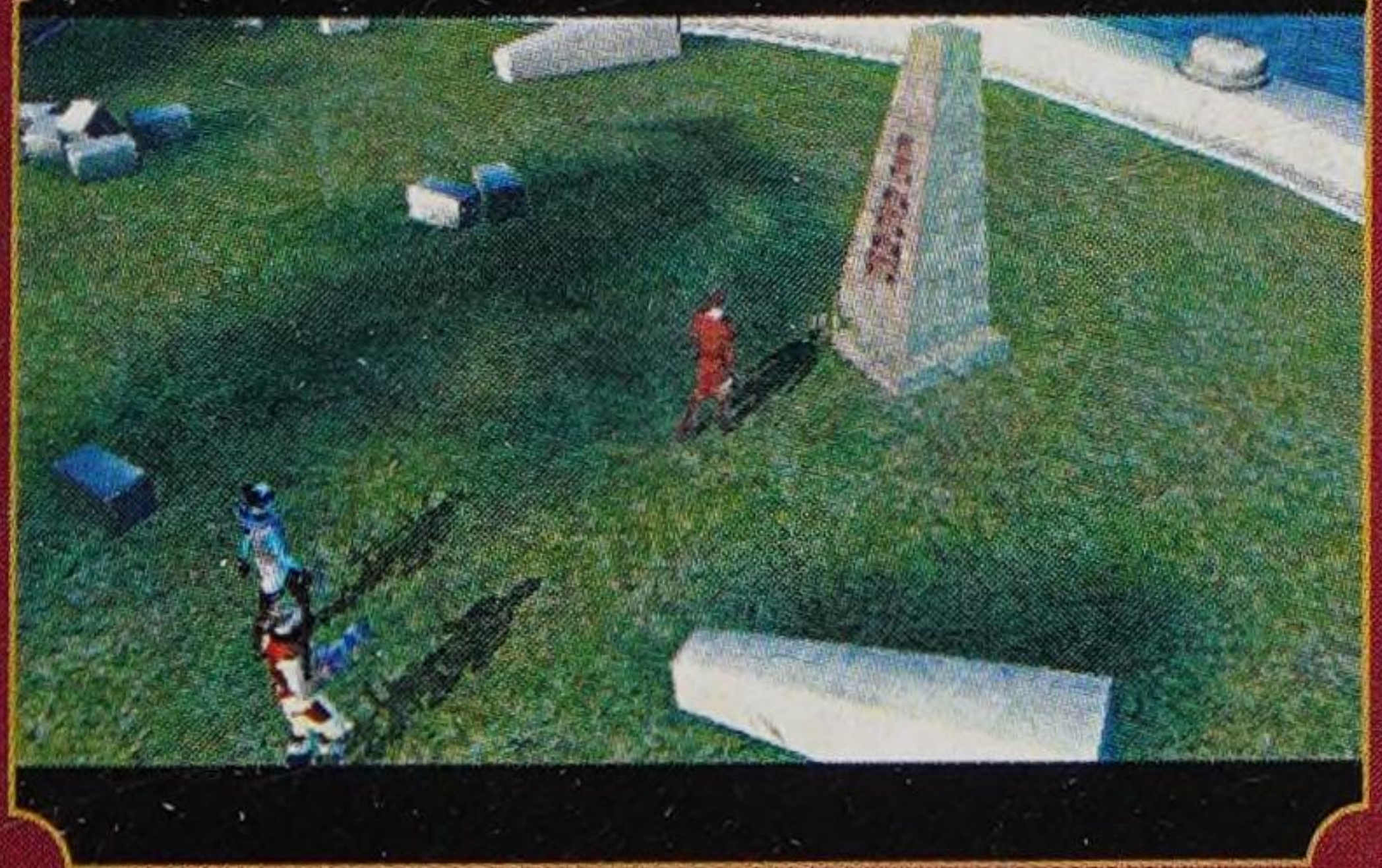
1. Invisible Mandalorians
2. Rakatan Research
3. Trapped on a Nameless World (Main Quest)

Quest 1: Invisible Mandalorians



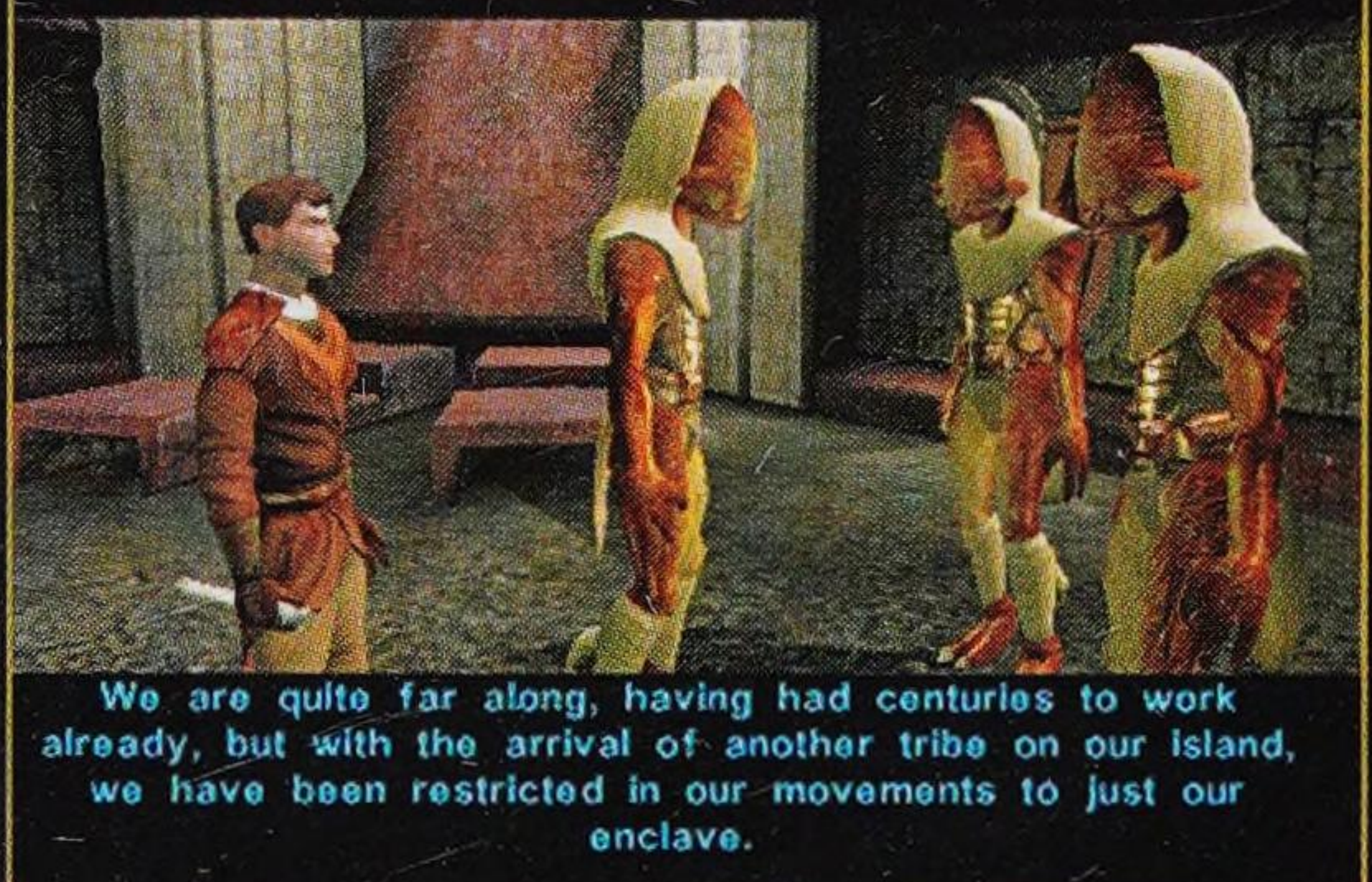
You have returned. Have you managed to slay the aliens who massacred my warriors?

If you side with the warrior Rakatans, talk to Warleader Garn (Waypoint 1A), the Rakata standing near the water on the North Beach. He explains that a group of Mandalorians has attacked and killed his men, and he wants you to gain revenge for them. Head for the pillar on the Temple Exterior's south side (Waypoint 1B); as you approach it, the Mandalorians appear and attack. Defeat them all and retrieve the Mandalorian Head from the leader's corpse. Give the head to Warleader Garn and he shows you a hidden footlocker on the North Beach, filled with several excellent items.



Approach the pillar to trigger an unprovoked Mandalorian assault.

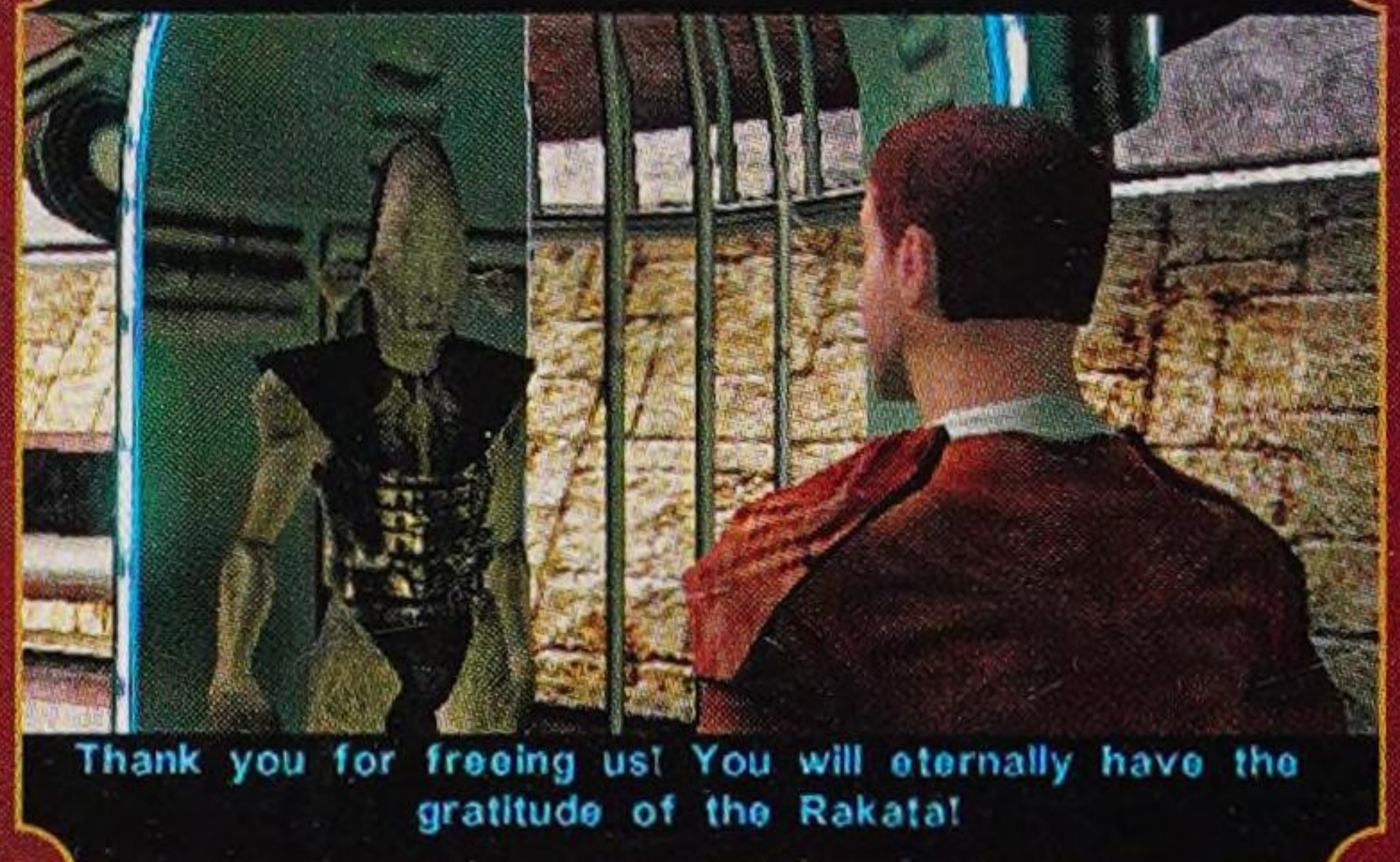
Quest 2: Rakatan Research



We are quite far along, having had centuries to work already, but with the arrival of another tribe on our island, we have been restricted in our movements to just our enclave.

If you side with the Elder Rakatans, you'll find Ll'awa, a researcher who has three of the Ones' men locked in cages in the northeast area of the settlement (Waypoint 1C). Ll'awa is researching Rakata genetics and needs information found only inside the Temple's computer. When you reach the computer in the Temple Catacombs, copy the genetic information to a datapad and bring it back to Ll'awa for a reward.

Alternately, you can kill Ll'awa and take his key, then unlock the cages and free the One's men. The freed prisoners return to the Black Settlement and tell the One of your actions, although the One won't be sufficiently impressed to help you until you bring him the ancient tome being held by Keeper Orsaa.



Thank you for freeing us! You will eternally have the gratitude of the Rakata!

Assist the researcher or abort his program at your whim.

Main Quest Path

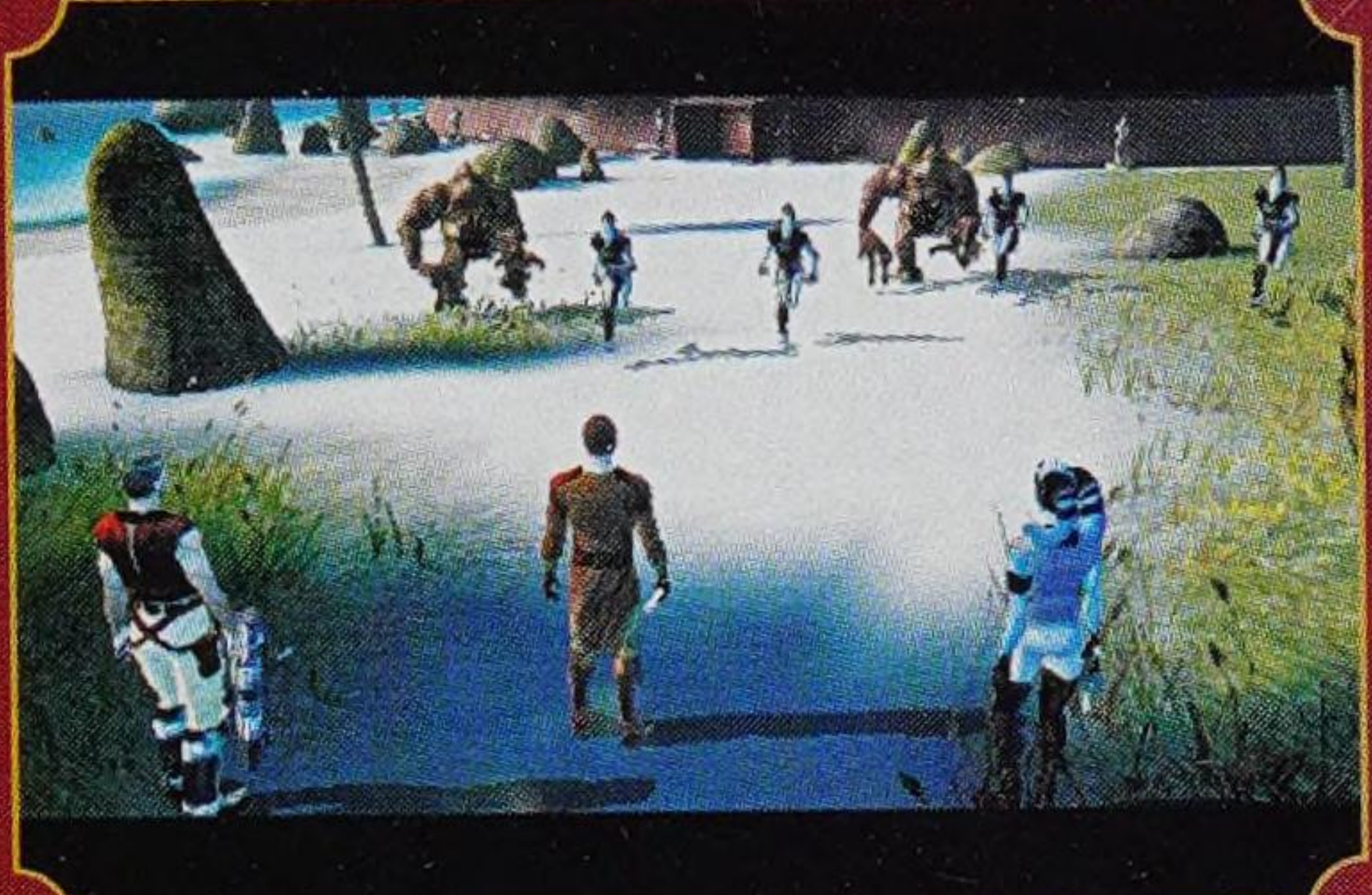
You must complete the main quest path to escape the Unknown World. The reward for finishing the tasks outlined below is the ability to travel to the Star Forge. Below are notes on how to complete the main quest.

Trapped on a Nameless World (Main Quest)

- Befriend or antagonize the Elders and the One
- Convince either of them to help you into the temple
- Meet with Bastila at the top of the temple
- Collect the ship parts from the Arena of the One or the South Beach and repair the *Ebon Hawk*

Action 1: Trapped on a Nameless World

From the Central Beach, head to the North Beach, where you encounter a group of Rakatans with rancor war beasts. The Rakatans deliver an invitation from "the One, Great Champion of the Rakata." Accept the invitation and you're escorted to the chamber of the One in the Black Rakatan Settlement.



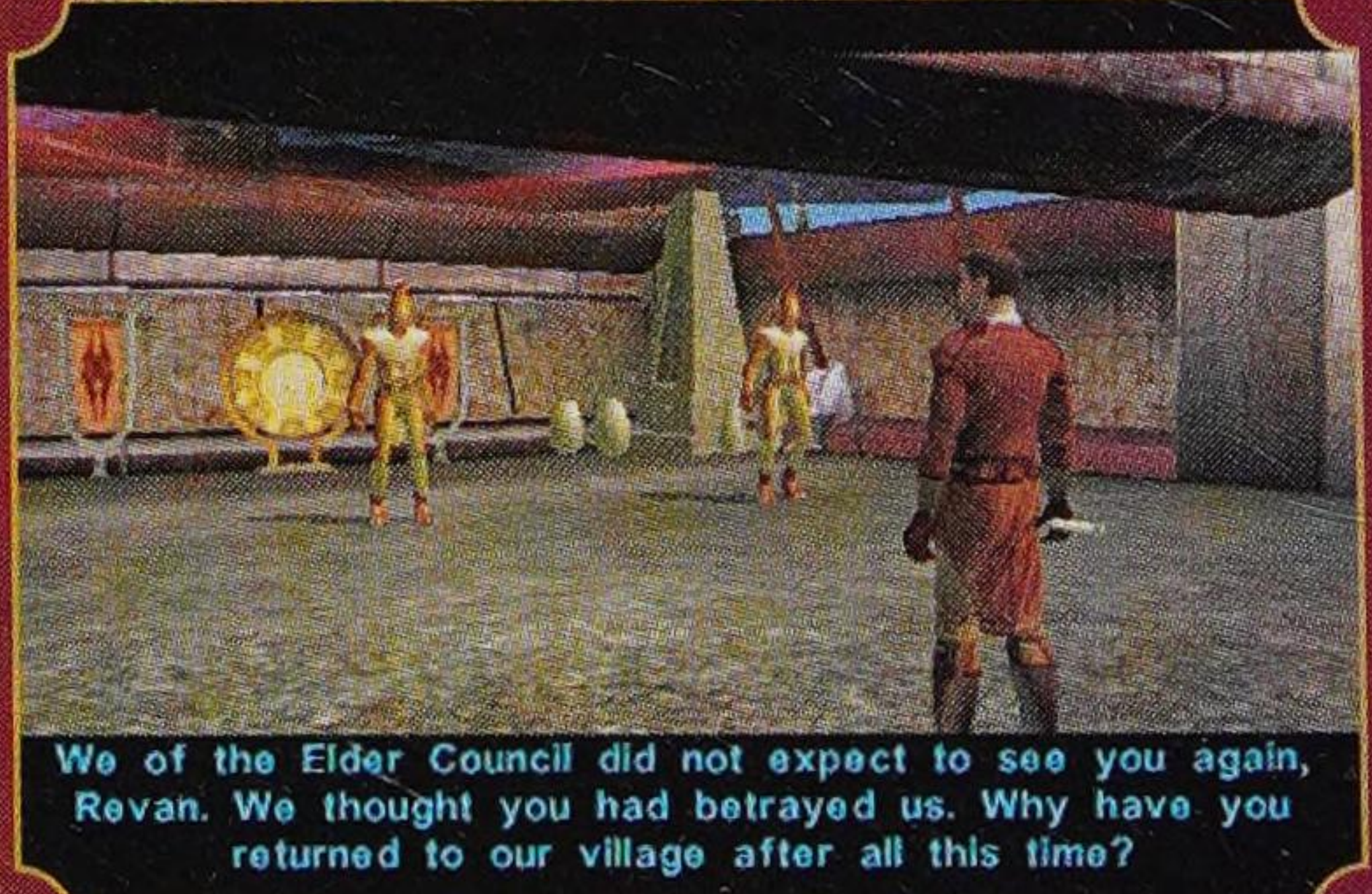
Never turn down an invitation from someone with a rancor as a pet.

The One is angry and confused that you haven't slain the Elders, but when you explain that you don't know what he's talking about, he calms down. Ask the One as many questions as you need to about the Unknown World. You learn about your previous visit, how the Rakatans speak the language of Basic, the history of the Elders, and more. You also learn that the One has the parts you need to fix the *Ebon Hawk*, but he'll only give them to you if you destroy the Elders and retrieve an ancient tome for him. (The parts are inside one of the rancor pens!) Agree to fulfill the One's request and you're escorted outside the Black Settlement.

Sit for a spell with the One.

Now head for the South Beach and the Elders. Tell the door-guarding holocron why you've come (but *don't* mention the One, at least not outside) and speak to the Elder Council. Explain what's going on, or simply kill the Elders. You need to persuade or lie to convince them that you've changed. The Elders explain that you must prove you've changed by freeing a scout who's being held hostage by the One.

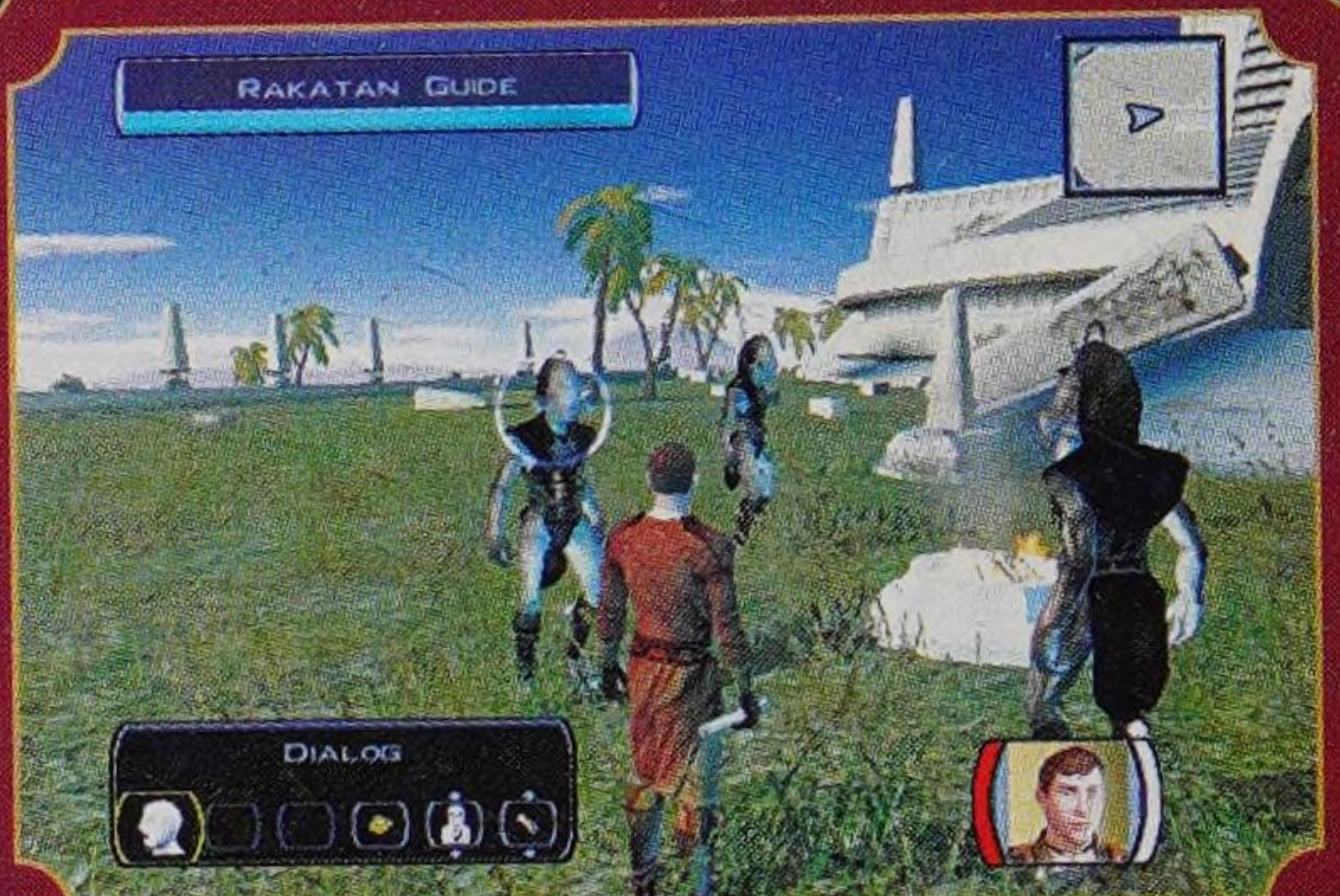
At this point, you need to decide whether to help the One or the Elders. If you want to help the One, go to the research area and free the prisoners, then kill the Keeper and take the ancient tome. If you don't at least free the prisoners before returning to the Black Settlement, you'll be attacked on sight. If you want to help the Elders, return to the Black Settlement and kill everything, including the One, and free the prisoner scout (inside one of the locked pens in the One's arena). The Elders are considerably harder to defeat, but either Rakatan clan is a challenge.



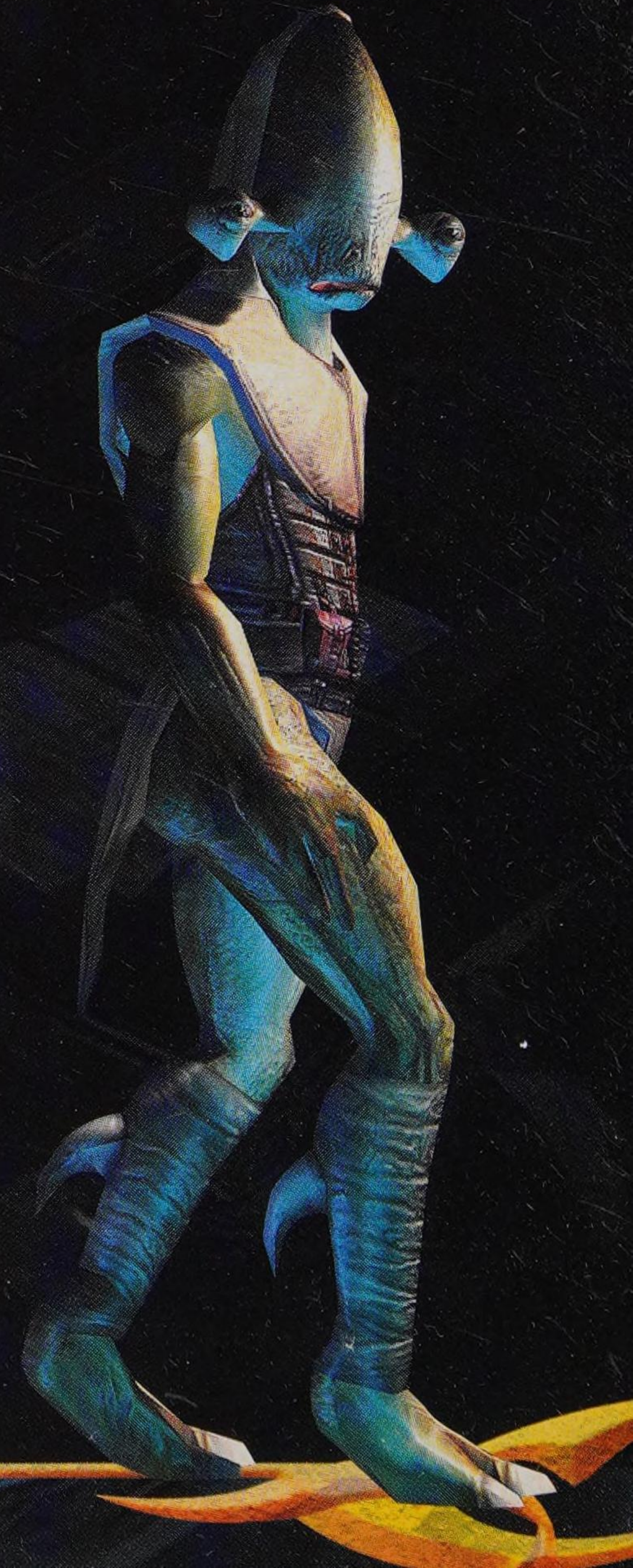
We of the Elder Council did not expect to see you again, Revan. We thought you had betrayed us. Why have you returned to our village after all this time?

The Elders are presumably wise and old.

Whichever Rakatan clan you've helped will send a group to the temple exterior to get you inside. Return to the *Ebon Hawk*, then leave the ship alone and head for the exterior. Speak with the Rakata Guide to begin the ceremony. Jolee and Juhani (if you have the latter in your group) show up and declare they're entering the Temple with you. Persuade (light side) or threaten (dark side) the Rakata Guide into continuing the ceremony, and make your way into the temple.

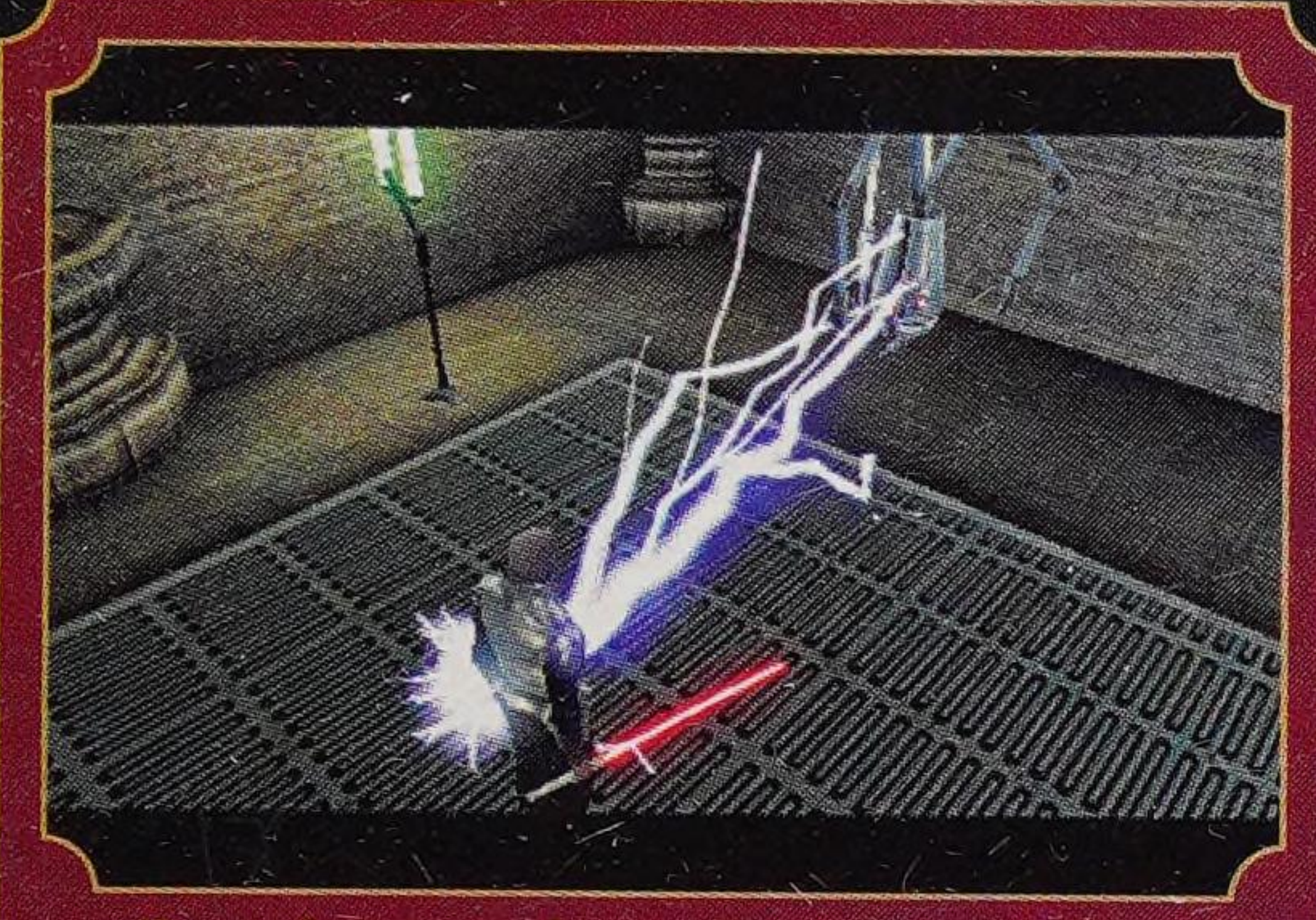


Enter the Temple with the help of the chanting Rakatans.



Action 2: The Temple

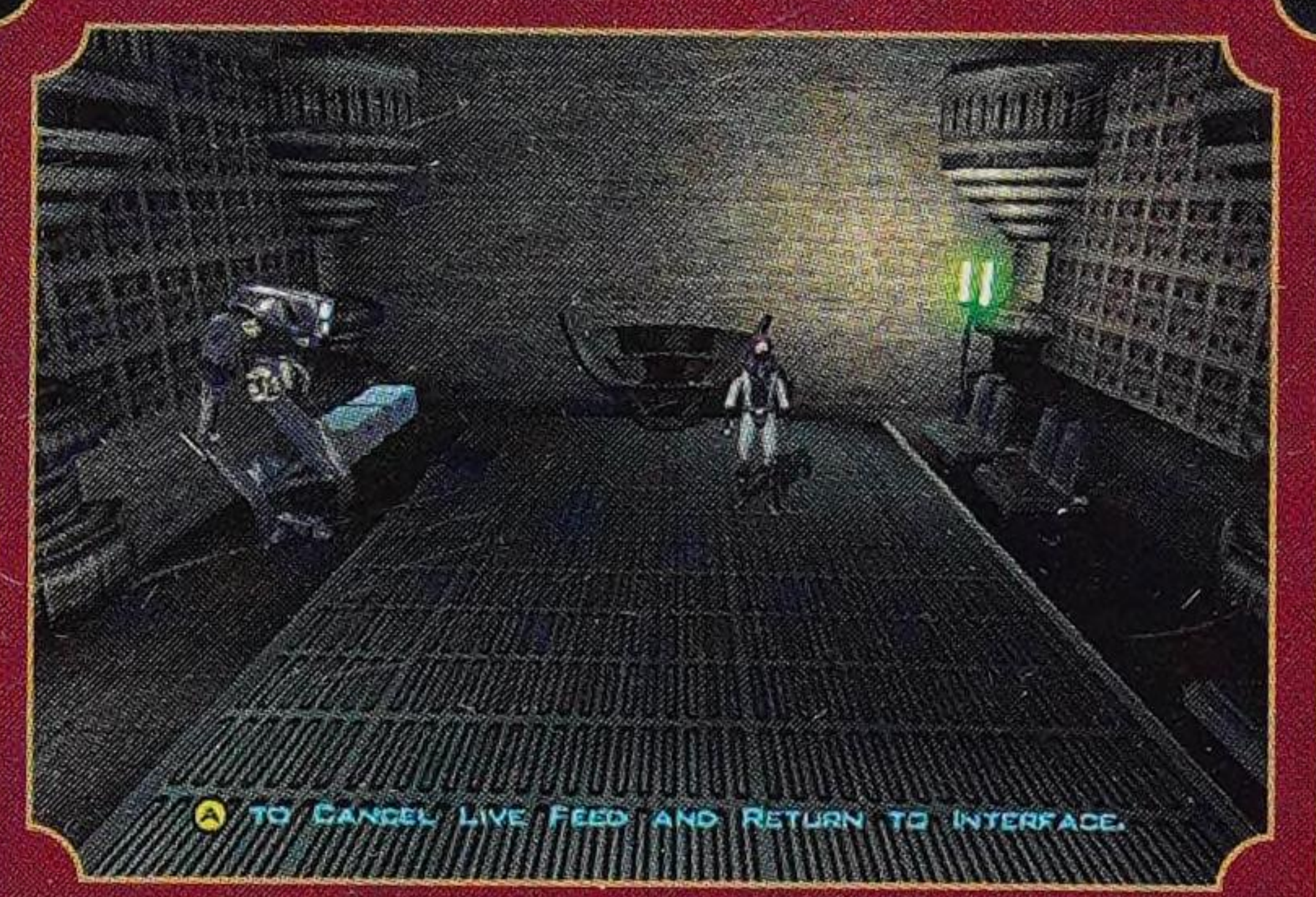
Enter the temple main floor and prepare for some considerable combat and exploration. The north corridor leads to the armory, but several rooms are in between. One contains two Dark Jedi who speak ill of you before attacking; another contains a Sith Master who's excited to see you, because he's wanted the opportunity to kill you. Inside the armory is a feast of weaponry inside containers and lockers, well worth the difficult trip.



Battle to the armory for a juicy reward.

There's a rusted assault droid in the northeast room that you can repair and send on patrol through the temple halls.

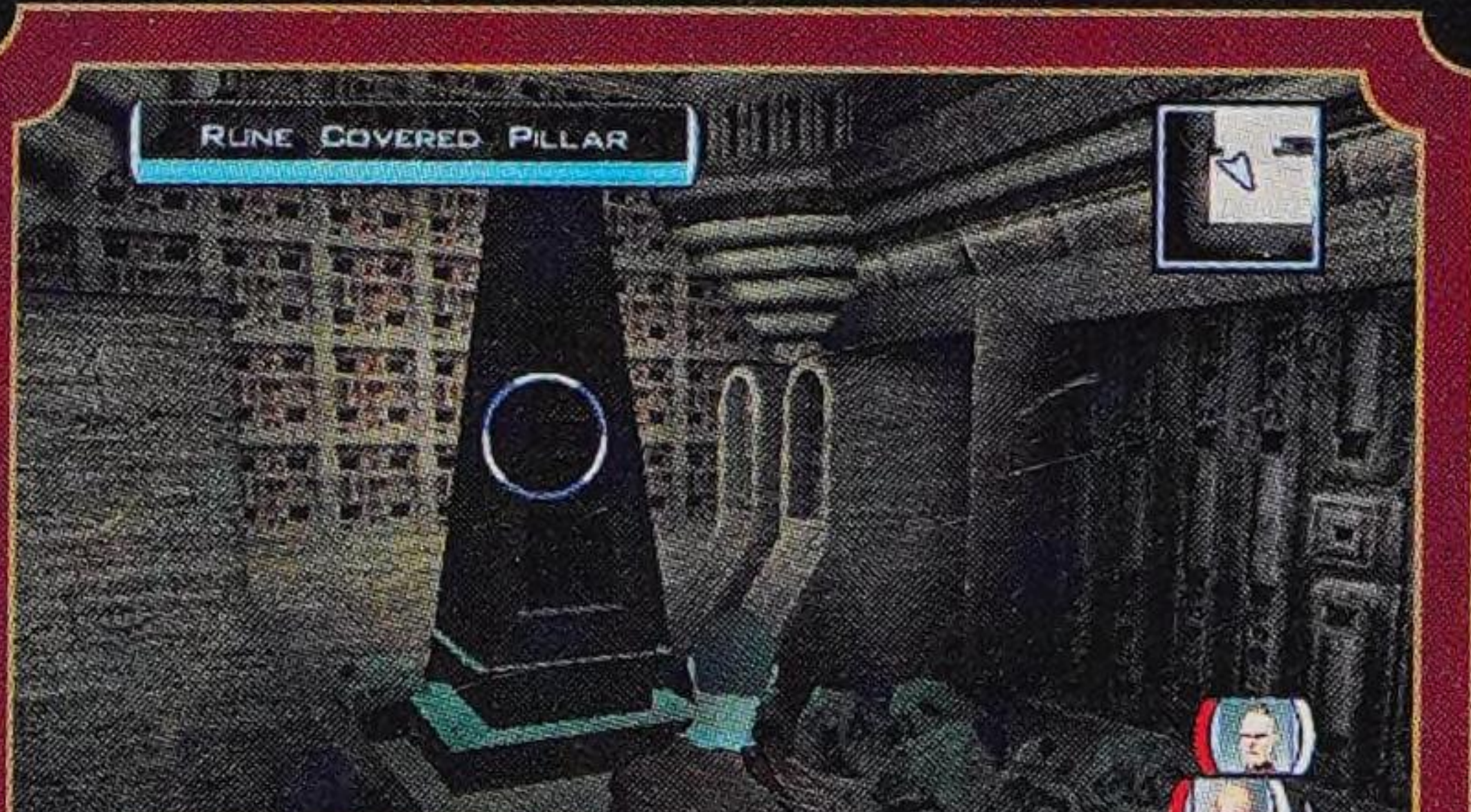
Break into the south security room and use the computer to observe security-camera feeds, overload power conduits in several rooms, turn off the prototype droids' force fields, and disable the turrets in the obelisk room. (Unfortunately, there's nothing at the end of the room, so there's no point in entering.) There's also a computer in the prototype droid command room, but the one in the south security room is easier to access, so head for it as soon as you enter the temple.


(A) TO CANCEL LIVE FEED AND RETURN TO INTERFACE.

Tap into the south security room to engage in video-feed hijinks.

Action 3: The Catacombs

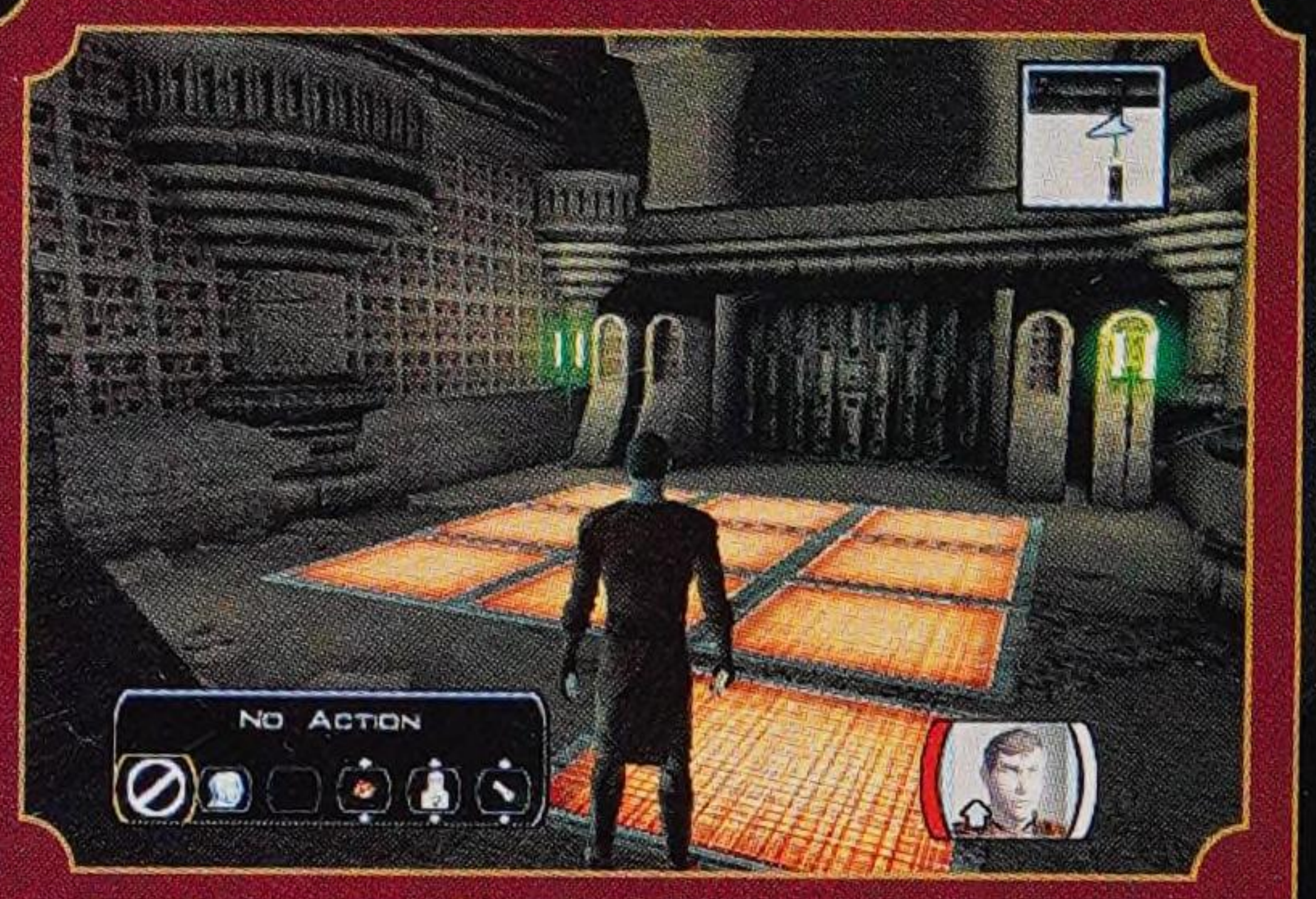
From the east guardroom (Waypoint M), descend into the catacombs, which house several droids. There's a trap in the wall of the south room (Waypoint N), along with a rune-covered pillar within which is a sapith crystal, an excellent find.



The pillar is guarded by a trap.

Proceed north to a room with a strange puzzle on the ground (Waypoint O): a 3 x 3 grid of red squares, with a tenth tile connected to the grid. You must turn all nine tiles from red to blue to open the massive door. When a tile is stepped on, every tile that touches it on a horizontal or vertical axis changes color. The tile stepped on also changes color.

The solution is fairly simple: Walk onto each of the four corners of the grid, walking around the periphery of the room from one corner to the next instead of walking through the grid. When you walk onto the fourth corner, there is a plus sign (+) of blue tiles; walk onto the center tile to turn the + from blue to red and open the door.



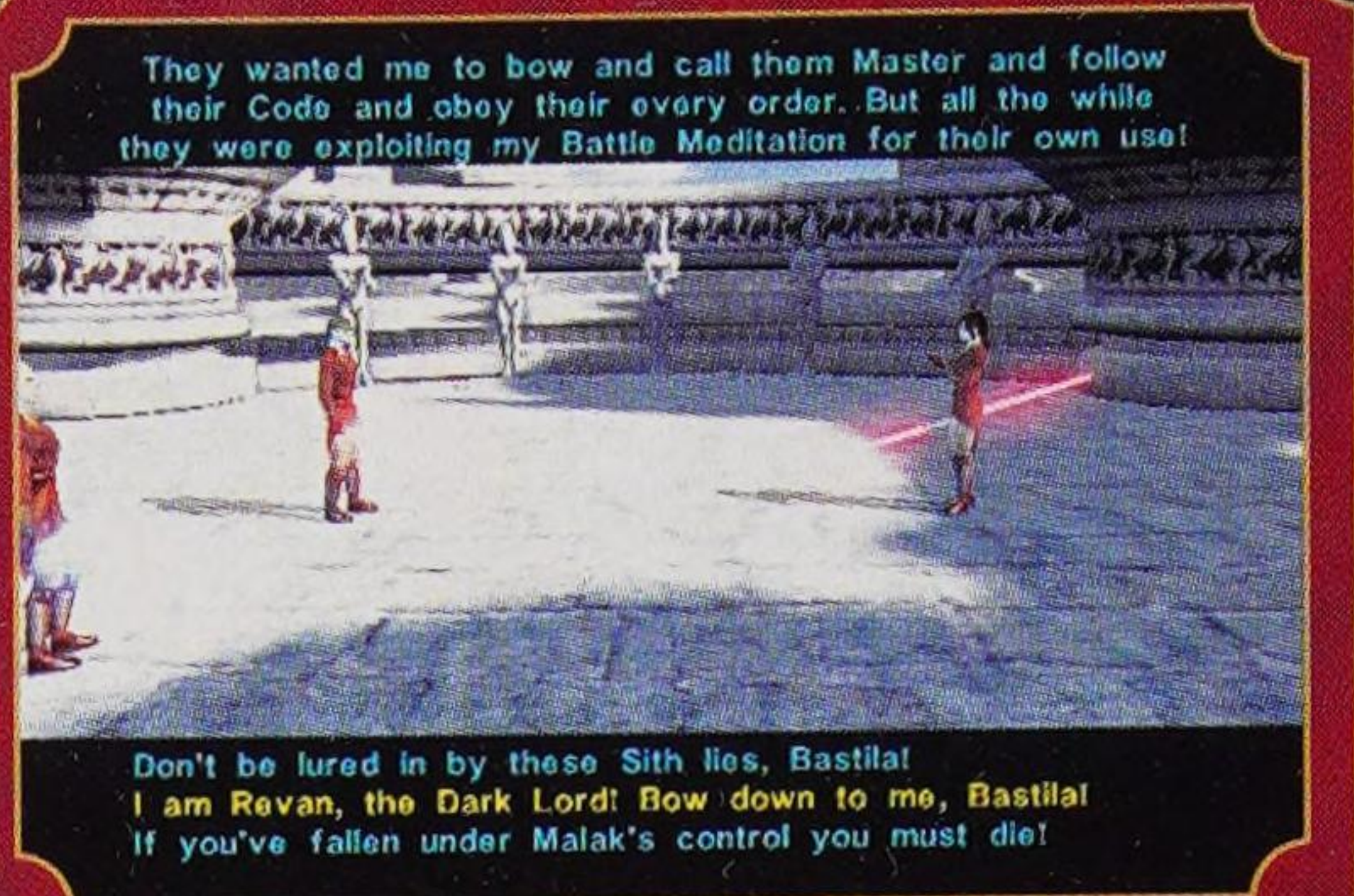
A datapad in the catacombs refers to walking in an "H" formation, another solution.

Behind the massive door is a computer with tons of useful information. The computer also reconfigures the massive door near the west guardroom on the main floor, allowing you access to the temple summit. Go there now to encounter Bastila.

Dark Side or Light Side

Bastila reveals that she now serves Darth Malak, and she must kill you to prove herself worthy of being his apprentice. Fight Bastila until you've whittled down half her stamina, at which point she ceases to battle and urges you to rejoin the dark side.

Juhani/Jolee urge you to resist the dark side, and even mention that they'll have to destroy you if you choose an evil course. At this point, you have to choose: renounce your past or embrace the dark side. Until this point in the game, your status as a dark side or light side player was variable and dependent on your actions, dialogue choices, Force powers, and artifacts you used. At this point, however, the choice becomes irreversible and total.



They wanted me to bow and call them Master and follow their Code and obey their every order. But all the while they were exploiting my Battle Meditation for their own use!

Don't be lured in by these Sith lies, Bastila!
I am Revan, the Dark Lord! Bow down to me, Bastila!
If you've fallen under Malak's control you must die!

Choose the light side or the dark side.

If you've been consistent throughout the game, sticking to either the dark or light side, this is simply a natural progression, an accumulation of your powers. However, if you radically switch from one side to the other, many of the artifacts and Force skills you've been using throughout the game become less effective because of the switch. In addition, the gameplay diverges based on your choice, though the plot remains essentially the same.

The other characters react in different ways to your choice, with some even refusing to work for you if you've chosen an opposing path.

If you resist the lure of the dark side, Juhani/Jolee stay at your side, while Bastila flees the temple and rejoins Malak on the alien space station, which has come under attack by the Republic fleet. If you accept the dark side, you're forced into an immediate battle with Jolee/Juhani and have to kill them.

JUHANI
ATTACK

Going to the dark side results in an immediate scrap with Jolee/Juhani.

Once you've finished with Bastila, use the large computer on the summit to turn off the generator that drives the energy field protecting the Star Forge.

If you return to the *Ebon Hawk* with Bastila, Carth flees (unless you kill him), and Mission and Zaalbar reject your dark side ways. You can use Force persuasion to make Zaalbar kill Mission, or kill the two of them yourself.

ZAALBAR
XP 34
ATTACK

Killing Mission and Zaalbar is about the most heinous thing you can do in the entire game.

Walk to the rear of the *Ebon Hawk* and examine the hyperdrive to repair it with the parts you acquired from the One or the South Beach, then use the galaxy map to fly to the Star Forge.

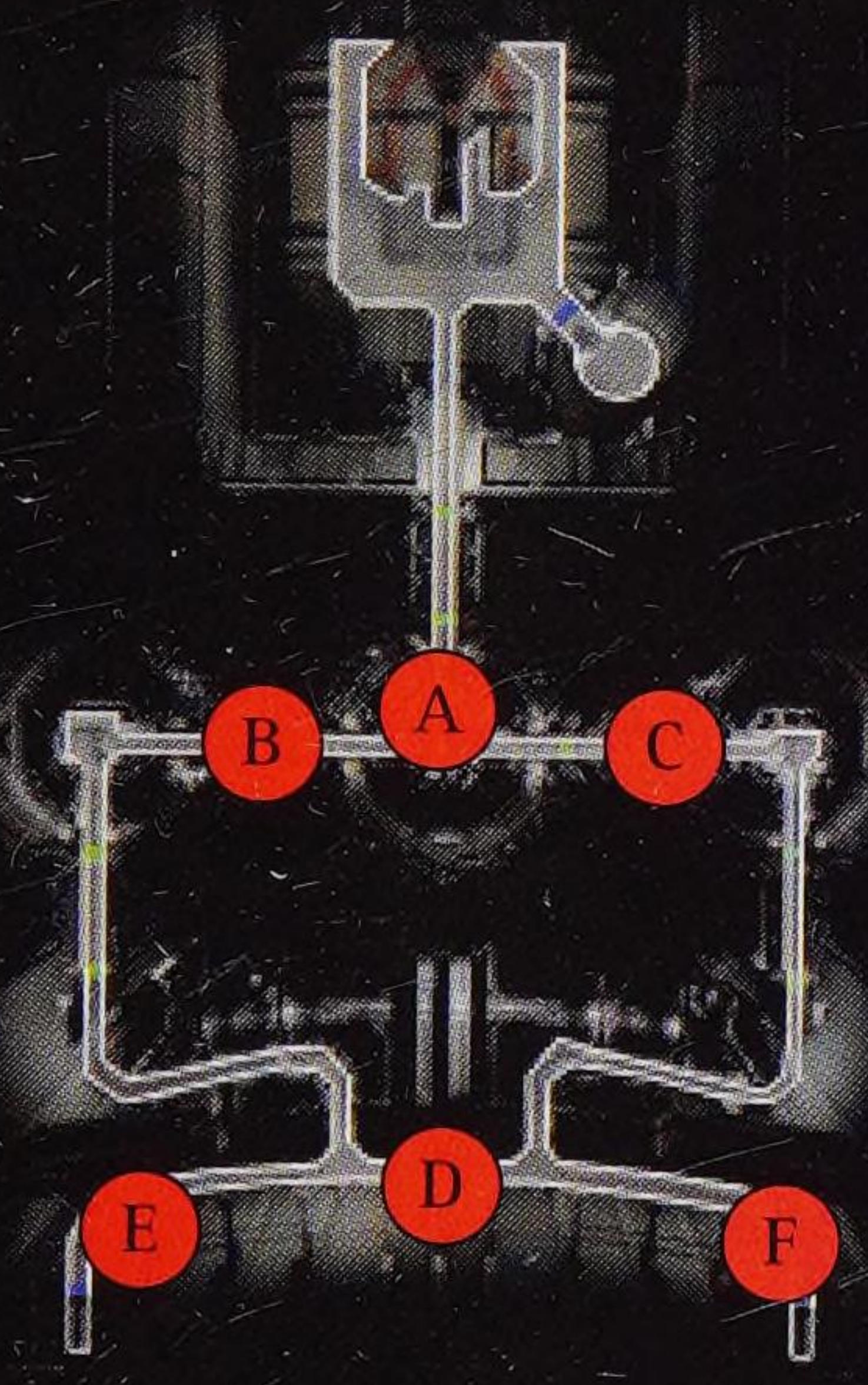
The Star Forge

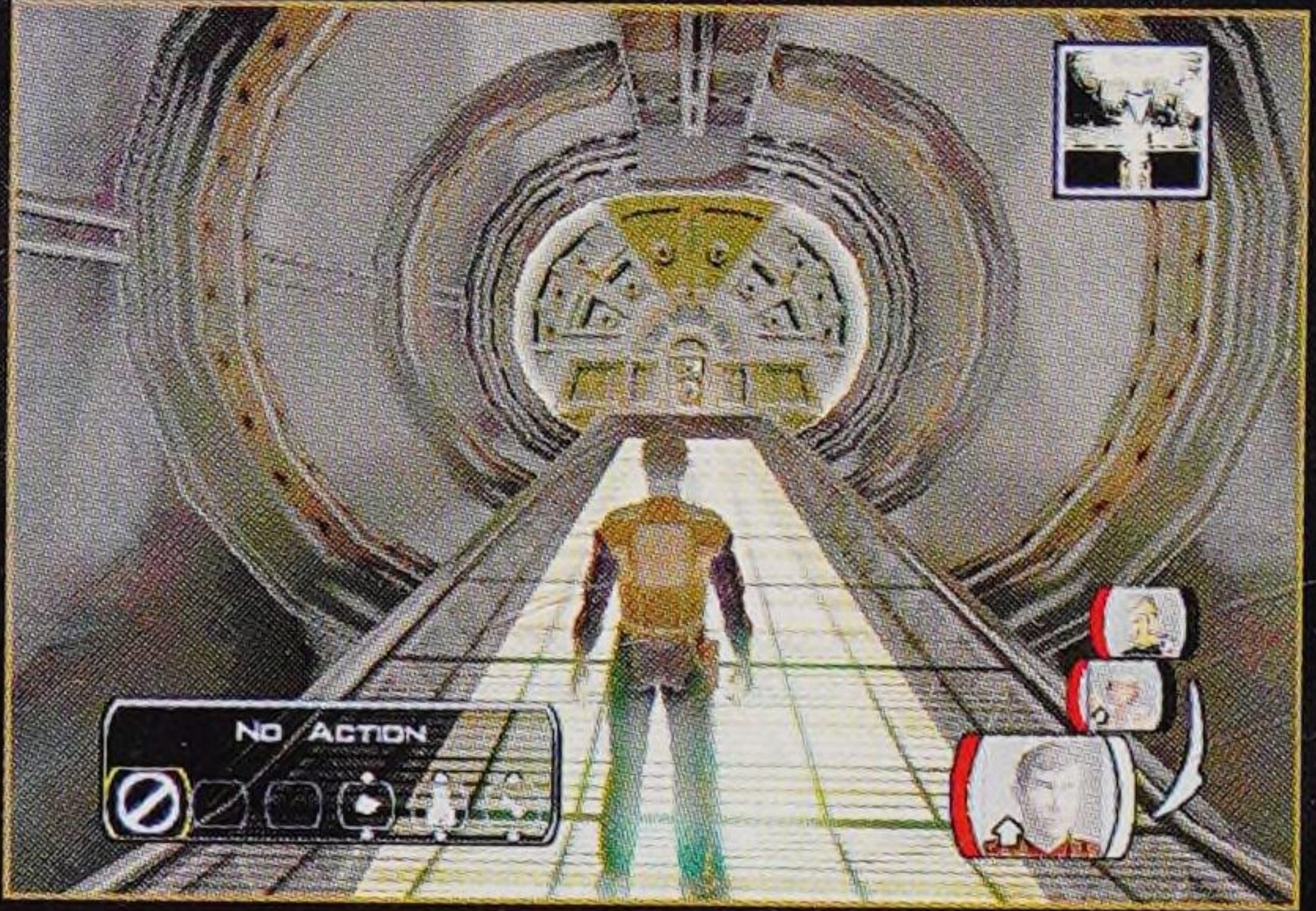
Mission Overview

The Star Forge is the ancient alien space station created by the Rakatas. The Sith have harnessed the power of the Star Forge (in essence a giant factory powered by the white dwarf sun that is beneath it). Malak's invincible armada surrounds the station, an almost infinite fleet churned out by the Star Forge. You appear inside the Star Forge just as the Republic and Jedi attack it. You land on the deck of the ship while Jedi and Sith are locked in combat all around, and you must find Malak and defeat him. When the Star Forge is destroyed, you become either a great Republic hero or the new Sith Master and scourge of the galaxy. For this to occur, you must battle down three gigantic decks to the Star Forge itself, attack the forge's own construction pits, and finally face down Malak in melee combat for the last time.

Area Overview 1: Deck 1

Star Forge 1

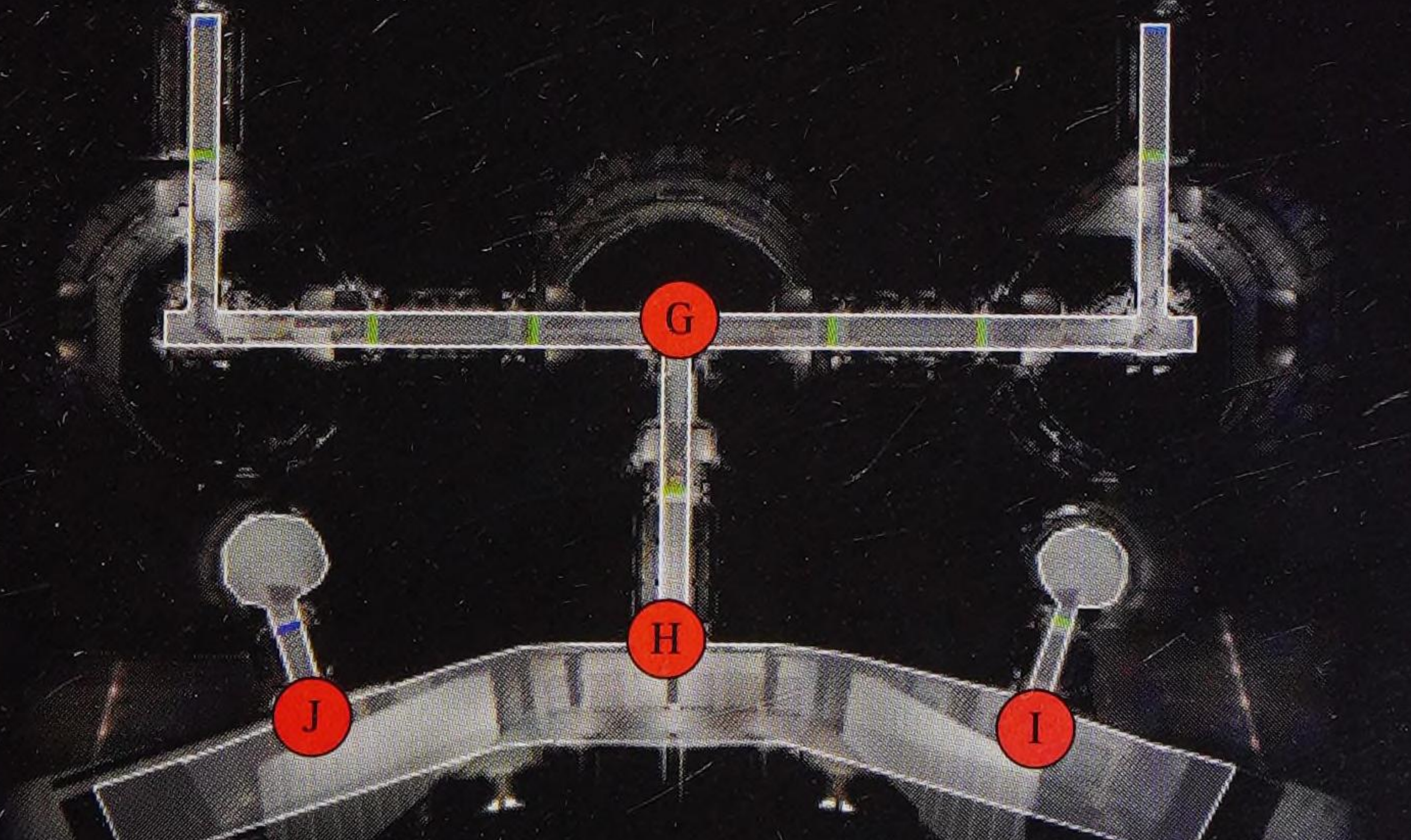


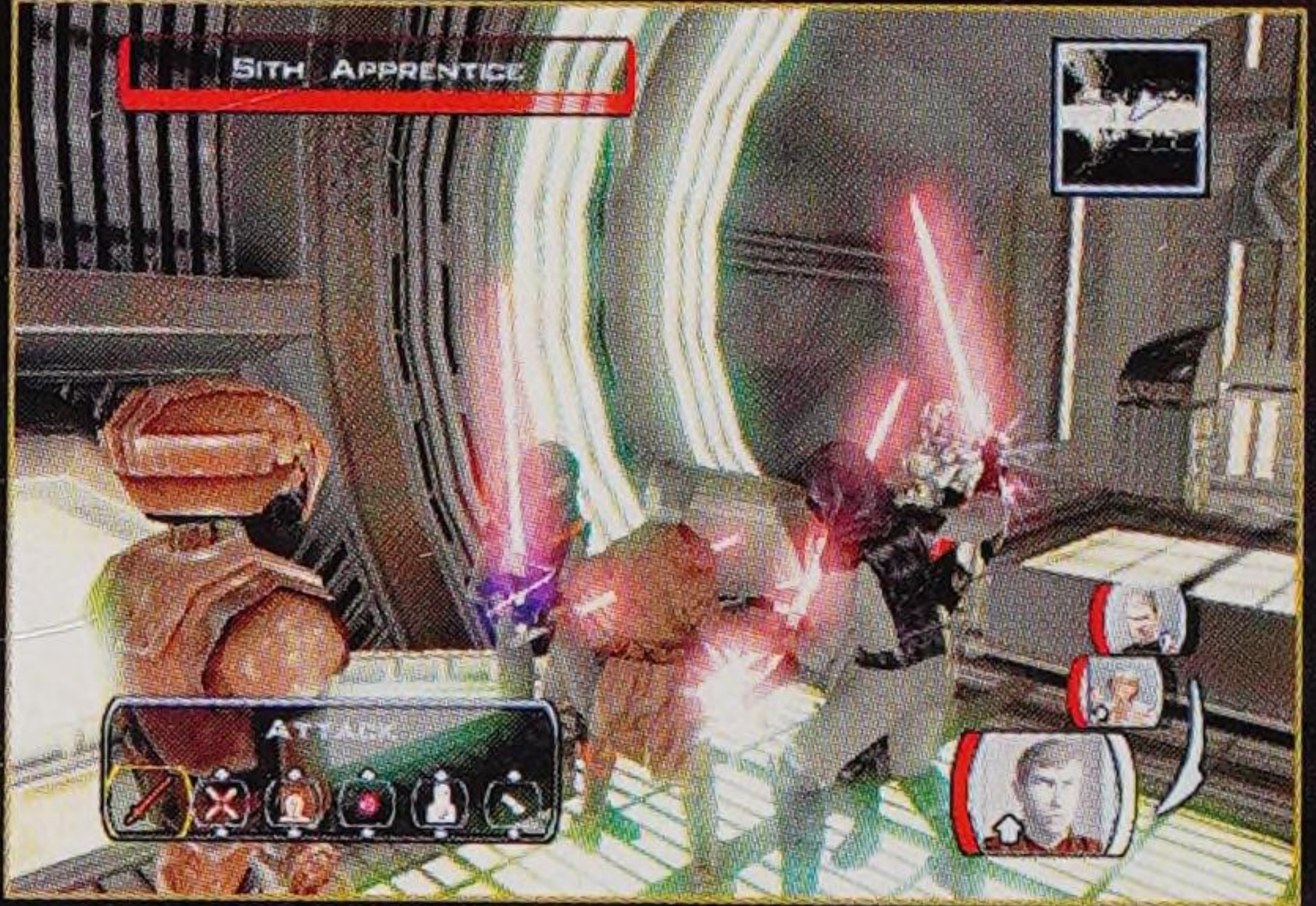


This series of narrow winding walkways leads to one huge ledge overlooking the construction of the Sith fleet itself. Your progress is hampered by literally dozens of Sith soldiers, elites, heavy weapons, Sith apprentices, and Dark Jedi. Make sure you secure one area completely before attempting to breach the next. Remember to enter the control room and switch off the turrets before you move to enter the elevator to Deck 2.

Area Overview 2: Deck 2

Star Forge 2

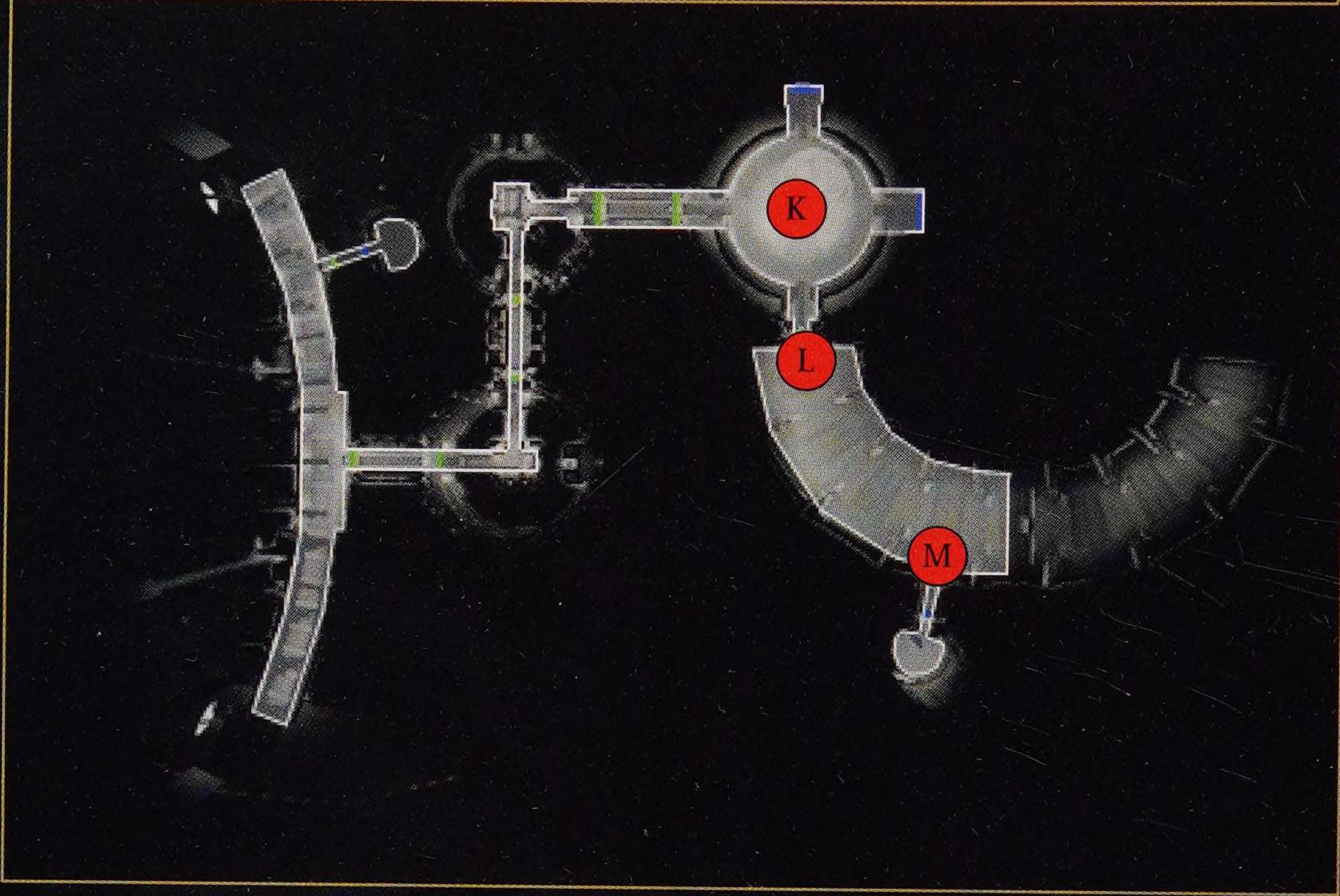


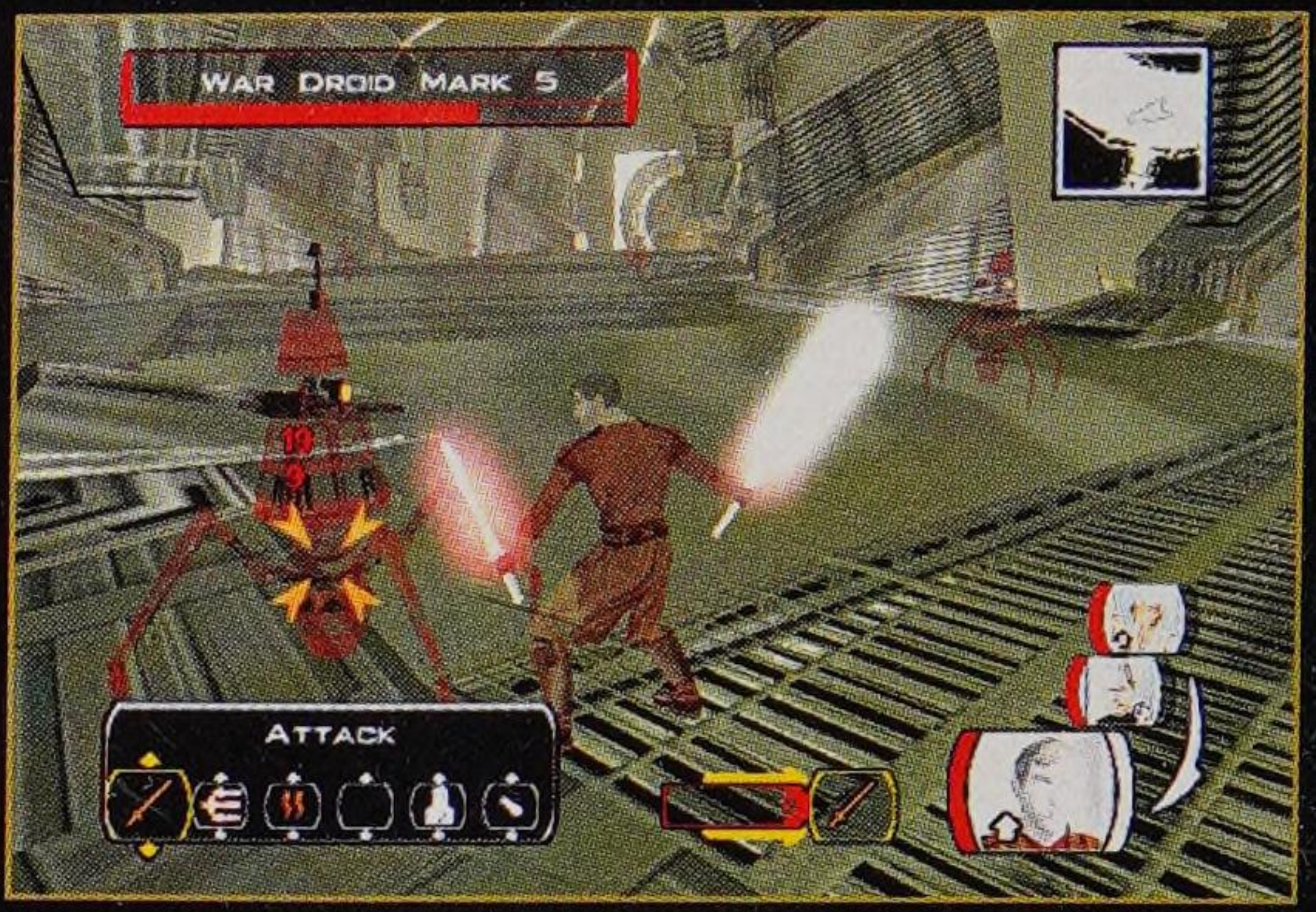


Like the other deck, this is a series of narrow winding walkways leading to one huge ledge overlooking the construction of the Sith fleet itself. Your progress is hampered by literally dozens of Sith soldiers, elites, heavy weapons, Sith apprentices, and Dark Jedi. Continue your battle until you reach the door to the command center.

Area Overview 3: Command Center

Star Forge 4

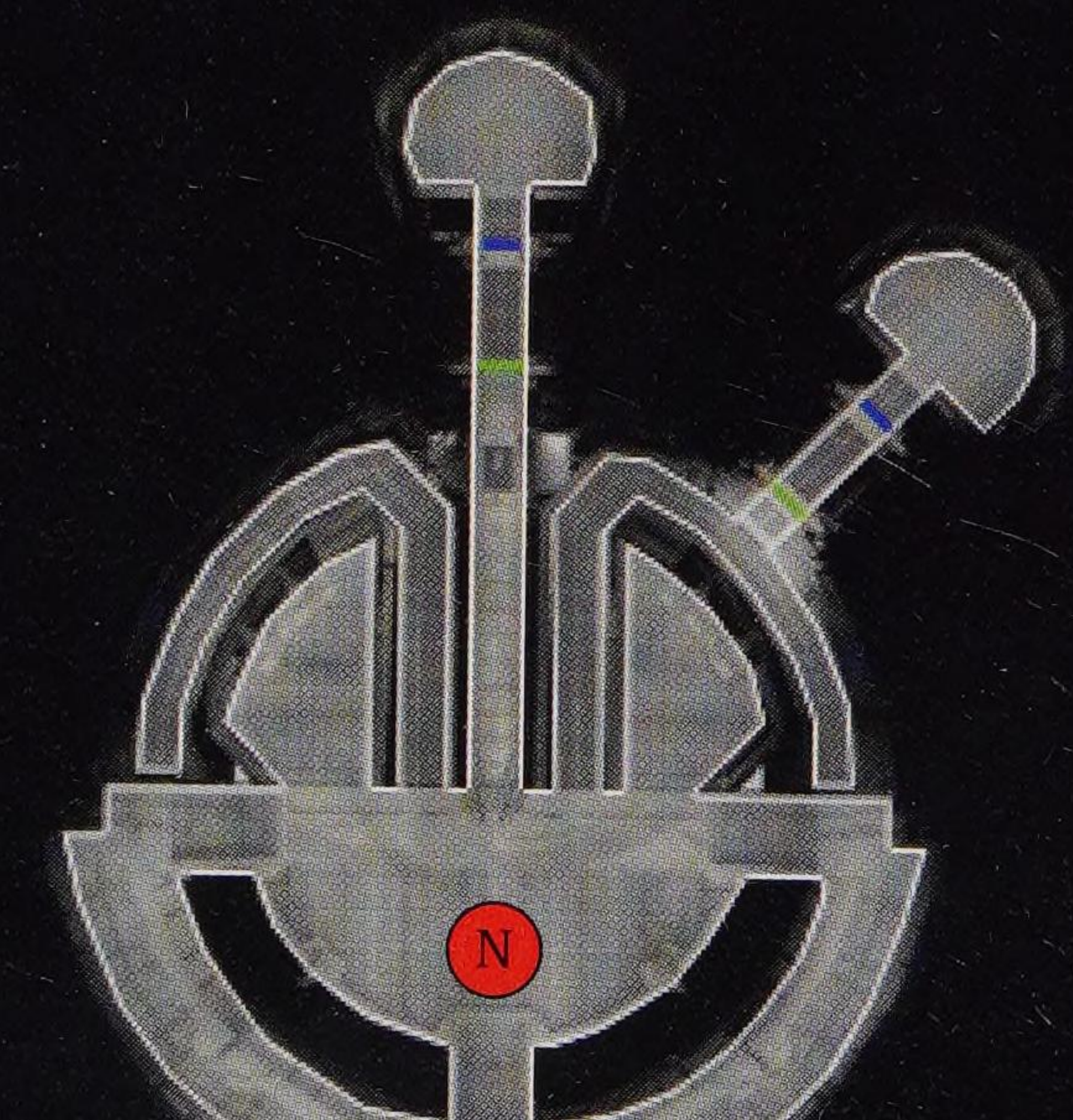


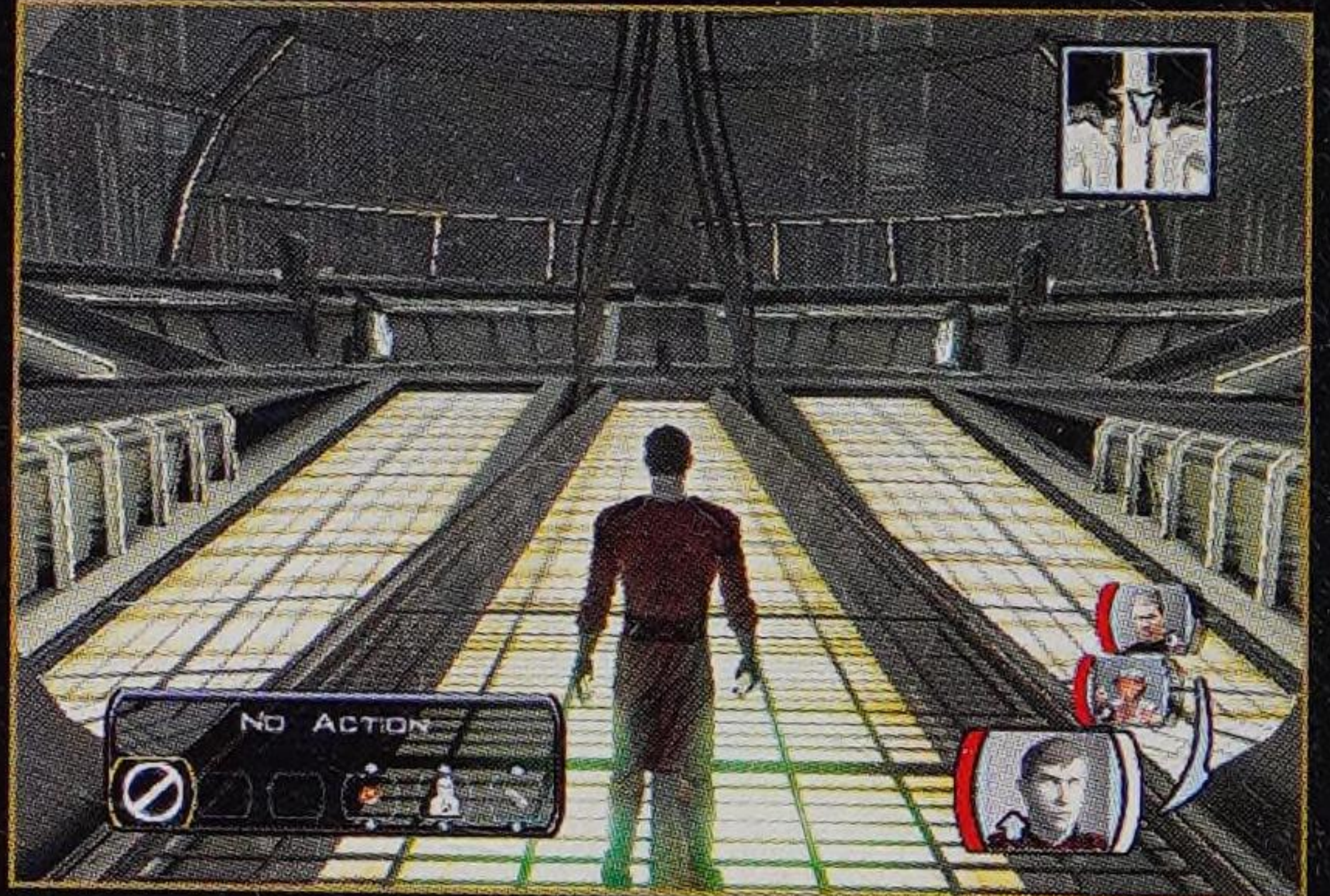


This area holds the source of power on this station, the Star Forge itself, and it's teeming with Dark Jedi and Malak's apprentices. When you enter the Star Forge, you are thrown into battle against specific adversaries, and then Malak attempts to destroy you by launching a droid production sequence in the construction pits area of the center. You must solve this conundrum, then move directly to the factory itself.

Area Overview 4: Factory

Star Forge 3





This is the final location and is the main hive-center for activity on the station. Hooked up to stasis fields are eight Jedi that Malak uses to increase his power as he uses it. This is one gigantic chamber with two levels that you cannot leave until either you or Malak lie beaten.

Quest Overview

There is one overriding quest to complete: Locate the inner mechanism and face your destiny. There are no sidequests.

1. The Star Forge

Main Quest Path

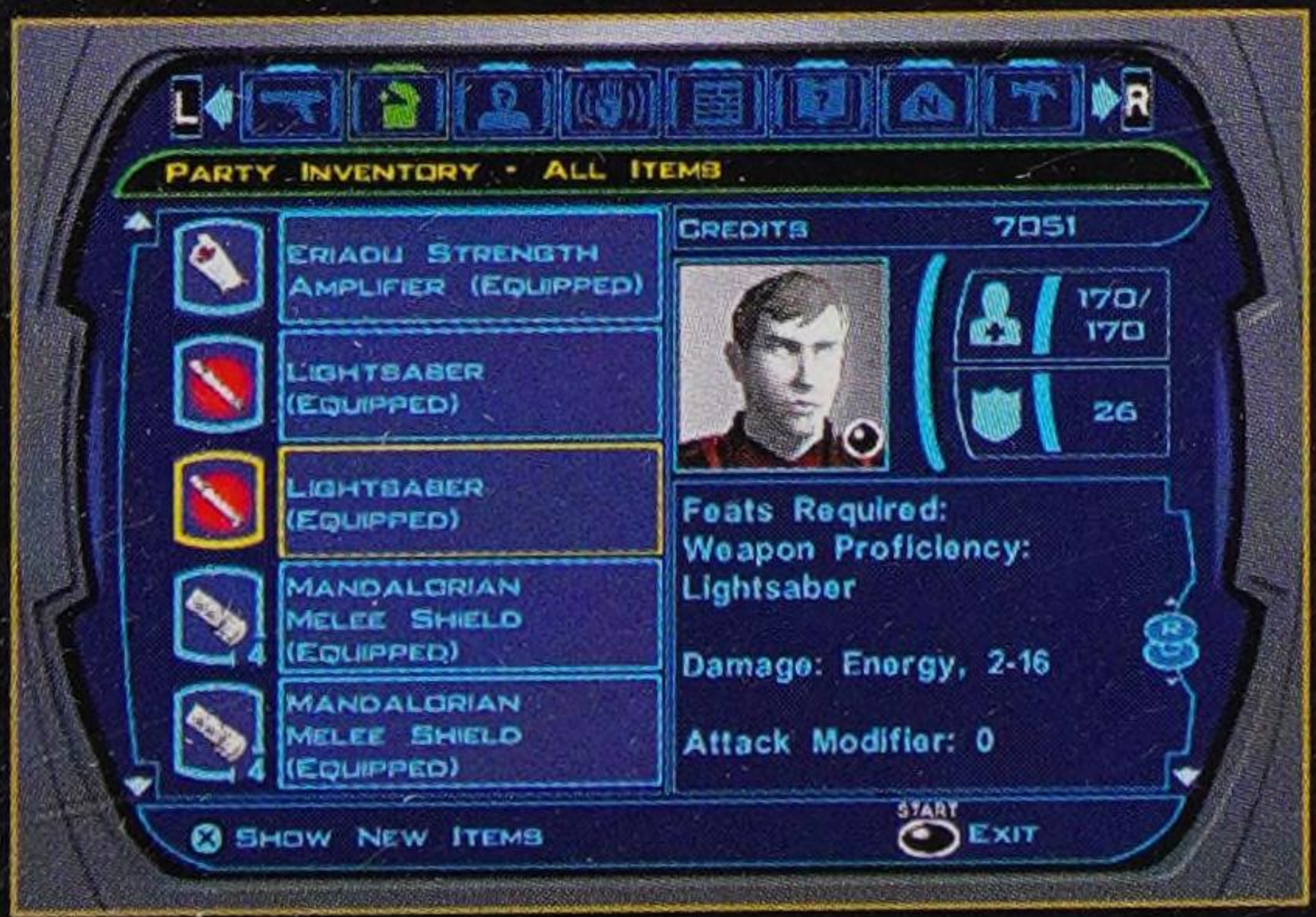
Only one series of events is needed to complete this particular adventure: to locate the forge's inner mechanism and face your destiny. There are no separate elements to the main quest, and no sidequests; you must simply complete the task at hand without pause for conjecture or doubt.

The Star Forge (Main Quest)
~ Commence your journey through the Star Forge, face your destiny; destroy your apprentice!

Action 1: Dark Jedi Attack!

TIP

Before entering the final combat confrontation on this Rakatan space station (after descending through all three decks first), make sure your main character has every single piece of equipment you think he or she will need for the epic confrontation to come. Unequip all your other characters beforehand, and arm your avatar with your preferred fighting weaponry, whatever that might be.


PARTY INVENTORY · ALL ITEMS

ERIADU STRENGTH AMPLIFIER (EQUIPPED)
LIGHTSABER (EQUIPPED)
LIGHTSABER (EQUIPPED)
MANDALORIAN MELEE SHIELD (EQUIPPED)
MANDALORIAN MELEE SHIELD (EQUIPPED)

CREDITS 7051
170/170
26

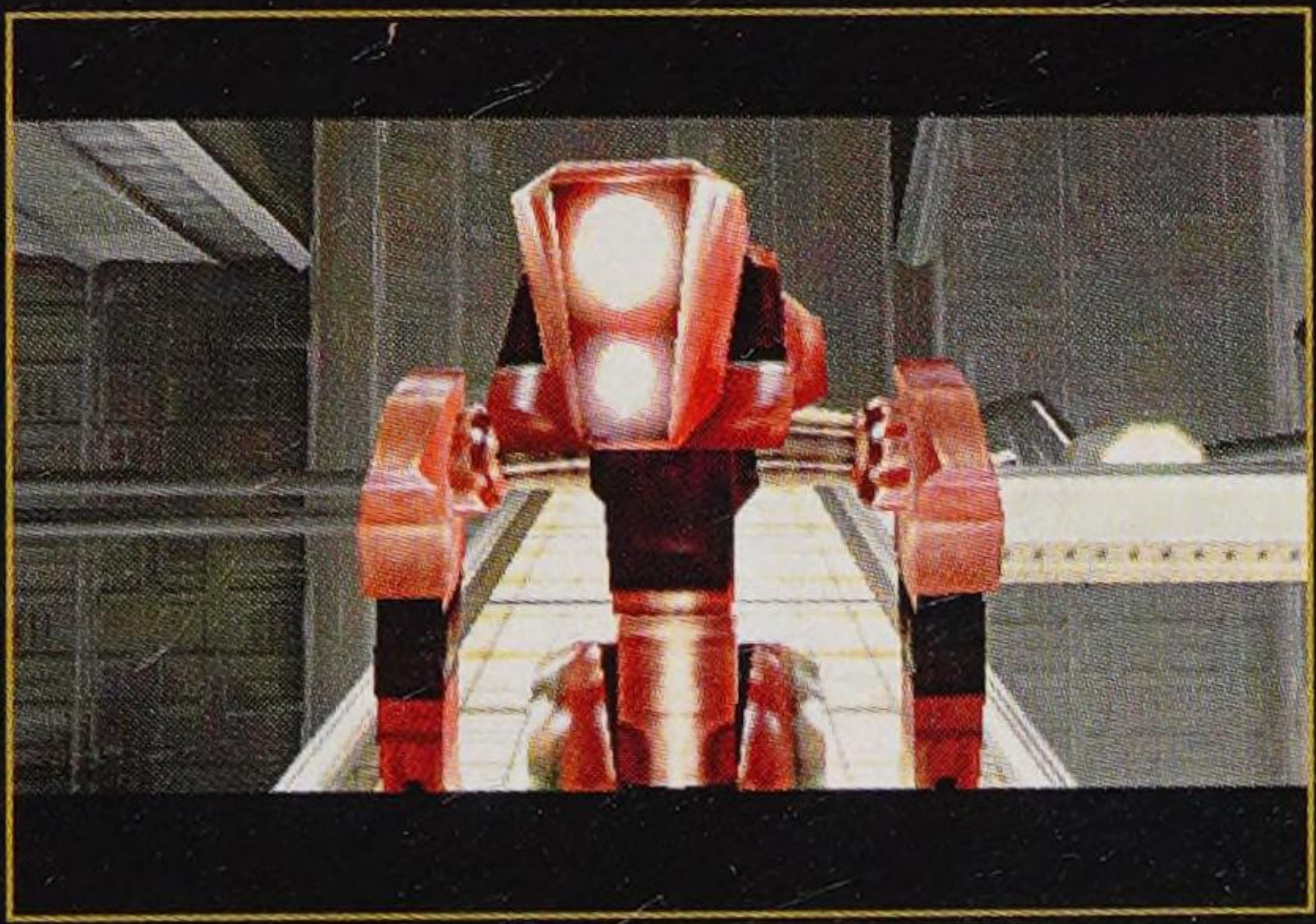
Feats Required:
Weapon Proficiency:
Lightsaber
Damage: Energy, 2-16
Attack Modifier: 0

As you emerge from the *Ebon Hawk*, a fierce battle between the Republic and Sith is raging. You are briefed by a Jedi who states that a few strike teams have already entered the facility. Dark Jedi pour from the giant doors, and a battle commences. You can opt to attack as many Dark Jedi as you wish, or simply exit via the central door. The elevator is locked.

JEDI KNIGHT
DIALOG

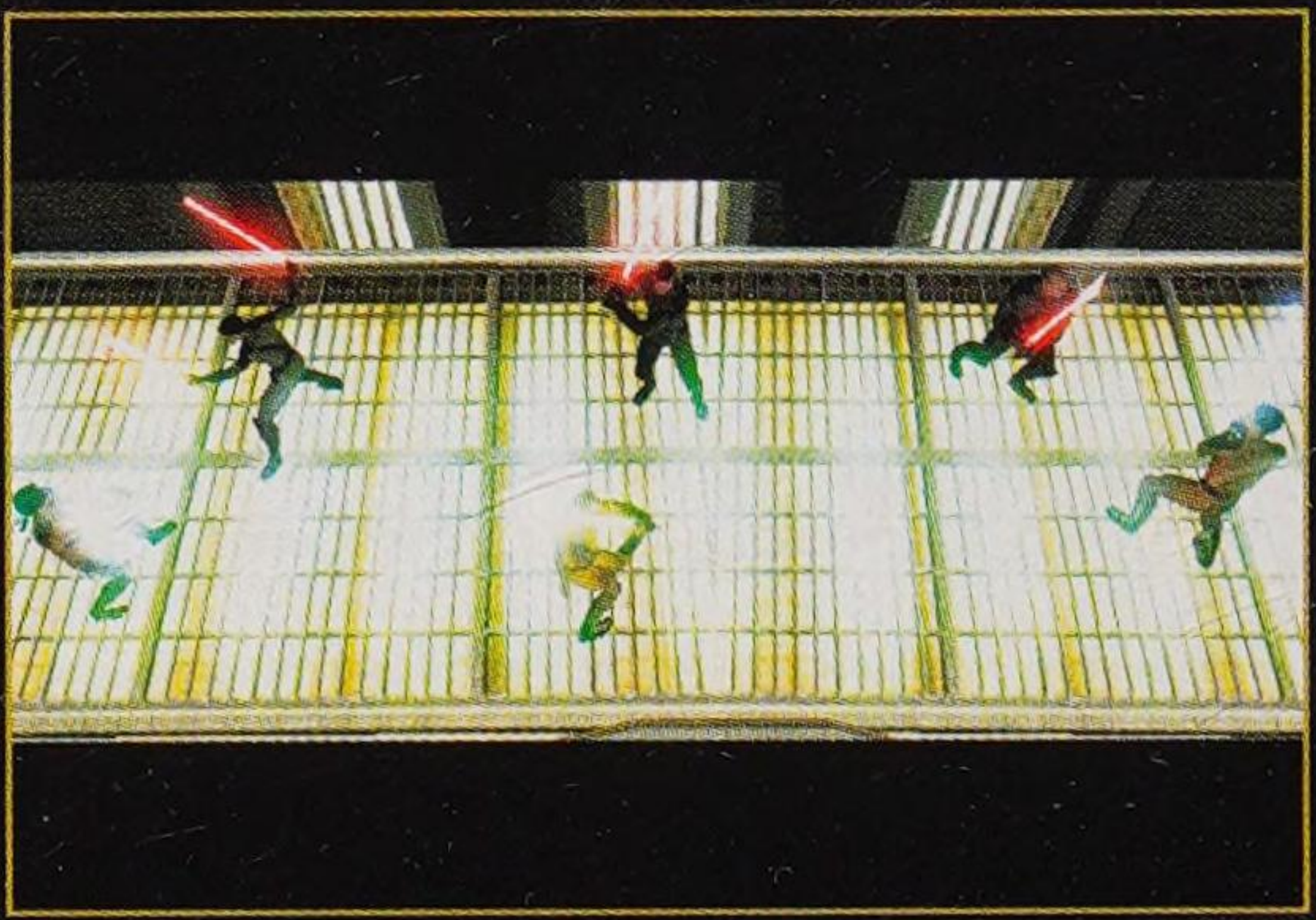
Darth Malak is pacing, and waits to hear how the assault on this space station is playing out. An acolyte informs him of the strike teams that have entered the facility, and Malak deems it necessary to stop them by battle-testing a new type of assault droid. These appear as you run down a narrow walkway as the path splits left and right (Waypoint A). Hold the fight to this region until all droids are defeated.

You can turn left or right at this junction, as more assault droids are at the base of the ramp on either side (Waypoints B or C). Either ramp leads to a doorway—keep the door closed until all enemies currently engaged in combat are nullified. Once this has occurred, head through the door to a large corridor with another door at the end. Assault droids lurk here.



When you have defeated these, open the doorway, and enter another large open ramped area, complete with a defense turret and more assault droids. Tackle these enemies with haste and extreme brutality, and continue until you watch Darth Malak request a progress report from his retainer. He then learns that his former master is among the strike teams currently invading the Star Forge, and he's about to arrange a surprise for Darth Revan.... For now though, he orders all his apprentices into battle against you!

Action 2: Cutting a Swath

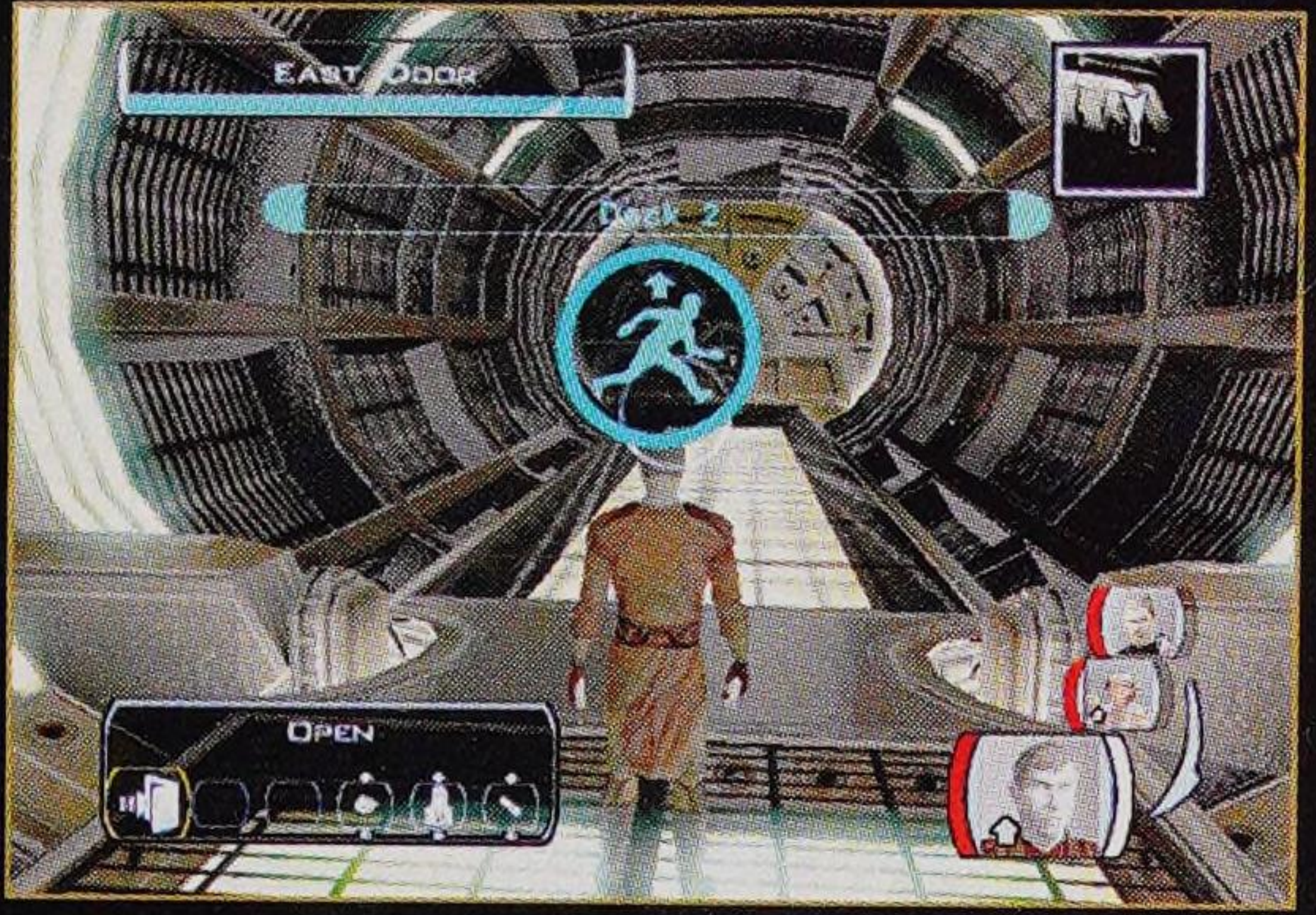


The next hour is spent frantically blasting, swiping, and crushing countless Dark Jedi and Sith heavy weapons and elite troopers on your way through the decks of the space station. Continue down your chosen path, down the ramp heading south (on either the east or west of Deck 1) and open the large door. Attack the troops inside, move to the second door, and open it. Take down another series of troops on your way to the southern walkway (Waypoint D).

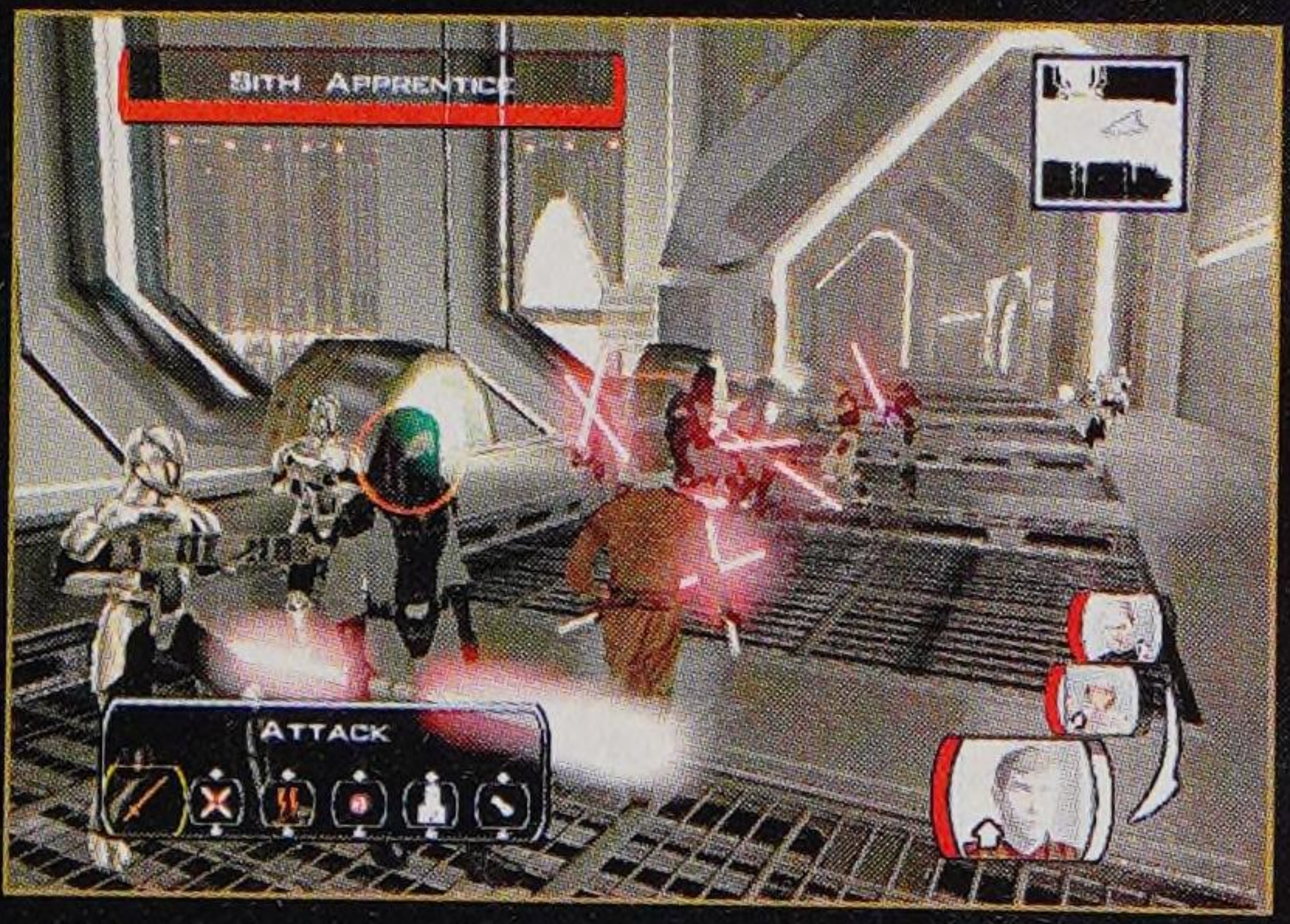
DARK JEDI
ATTACK

Dark Jedi attempt to thwart the Revan's power.

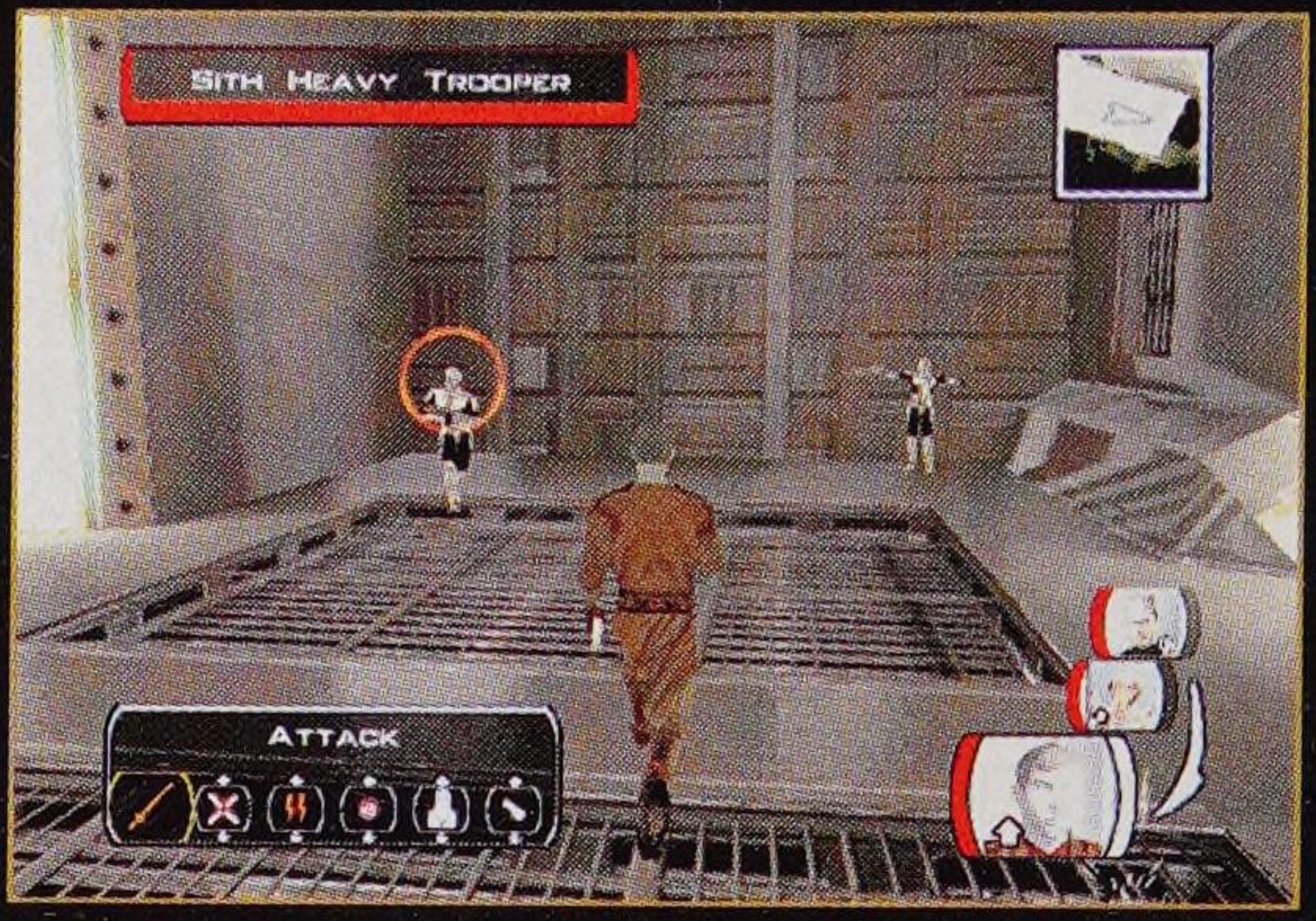
Here you encounter a large number of Dark Jedi crowding this thin, lit walkway. Wade into the fray and execute a number of techniques of your choosing, cutting a swath through the assembled troops until all have fallen. Inspect their remains for items. Then exit via either the west or eastern exits. Either exit allows you onto Deck 2 (Waypoint E or F).



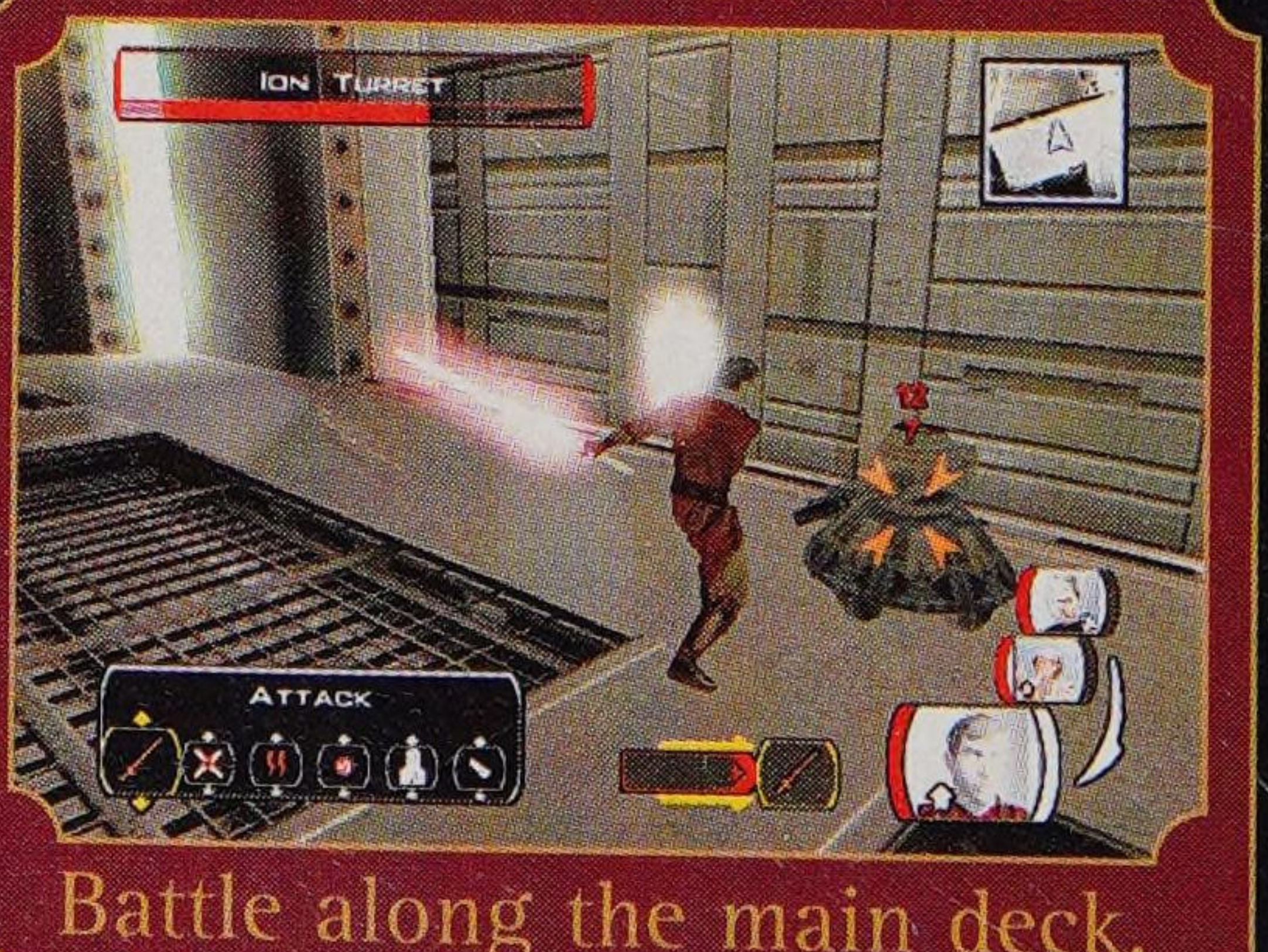
Once on Deck 2, take another slog through countless groups of Sith troopers and Dark Jedi. Continue with the melee fighting as you round a corner, and fight to a lower ramp and the rejoining of the two exterior corridors into a pathway leading directly south (Waypoint G). Slash and blast through more foes, open another huge blast door, and repel yet more of Malak's troops before entering the tunnel and emerging into a gigantic central chamber (Waypoint H).



Dozens of cruisers are ascending through the immense central ducts—an entire fighting formation of Sith fighters and troop transports is taking off from this area. However, you should be more concerned with the heavy Sith guard in the vicinity. Stay at the entrance until all of them have been dispatched, and then make a left turn, heading directly east. Turning right is also an option, but the groups of ground turrets on either side of the large walkway are vicious in their accuracy and damage.

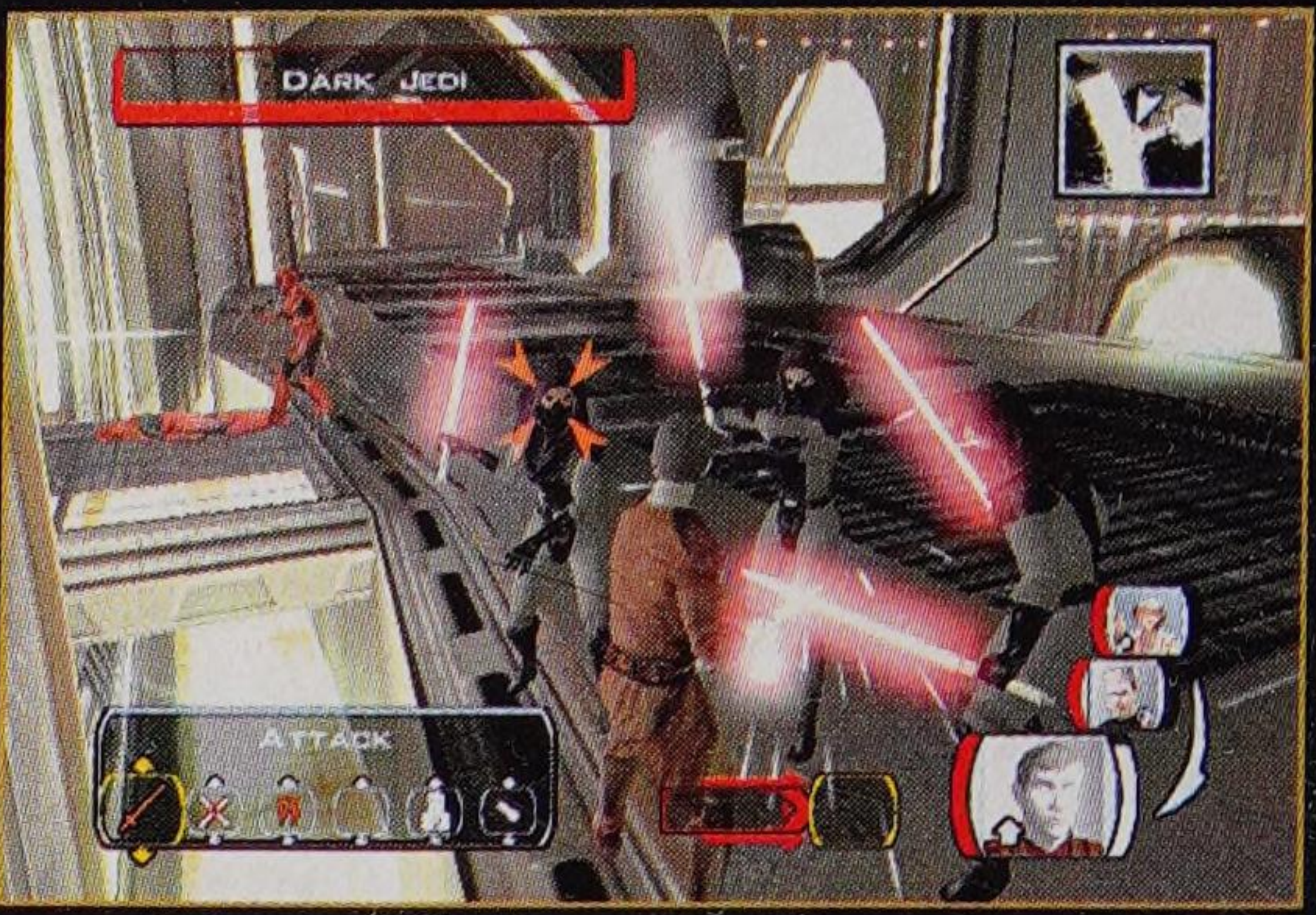


Instead, fight to the far end of the eastern part of the walkway (Waypoint I), and providing you have more than six computer spikes, enter the giant doorway. Remember to inspect the drums and canisters at the end of the walkway for extra items. You appear inside a large circular chamber where two terminals can be hacked into, the turrets along the western stretch of the pathway can be turned off, and a chamber in the southeast corner of Deck 2 can be opened (this takes several spikes). If you enter this chamber, you can create a set of Darth Revan's robes (dark side) or Star Forge robes (light); check the Item Appendix for more information. These robes aid your combat potential. When the turrets have been disarmed, you need worry about only the humanoid foes. Run along the western part of the deck until you reach an identical entrance (Waypoint J). This leads to an elevator that takes you directly to the command deck.

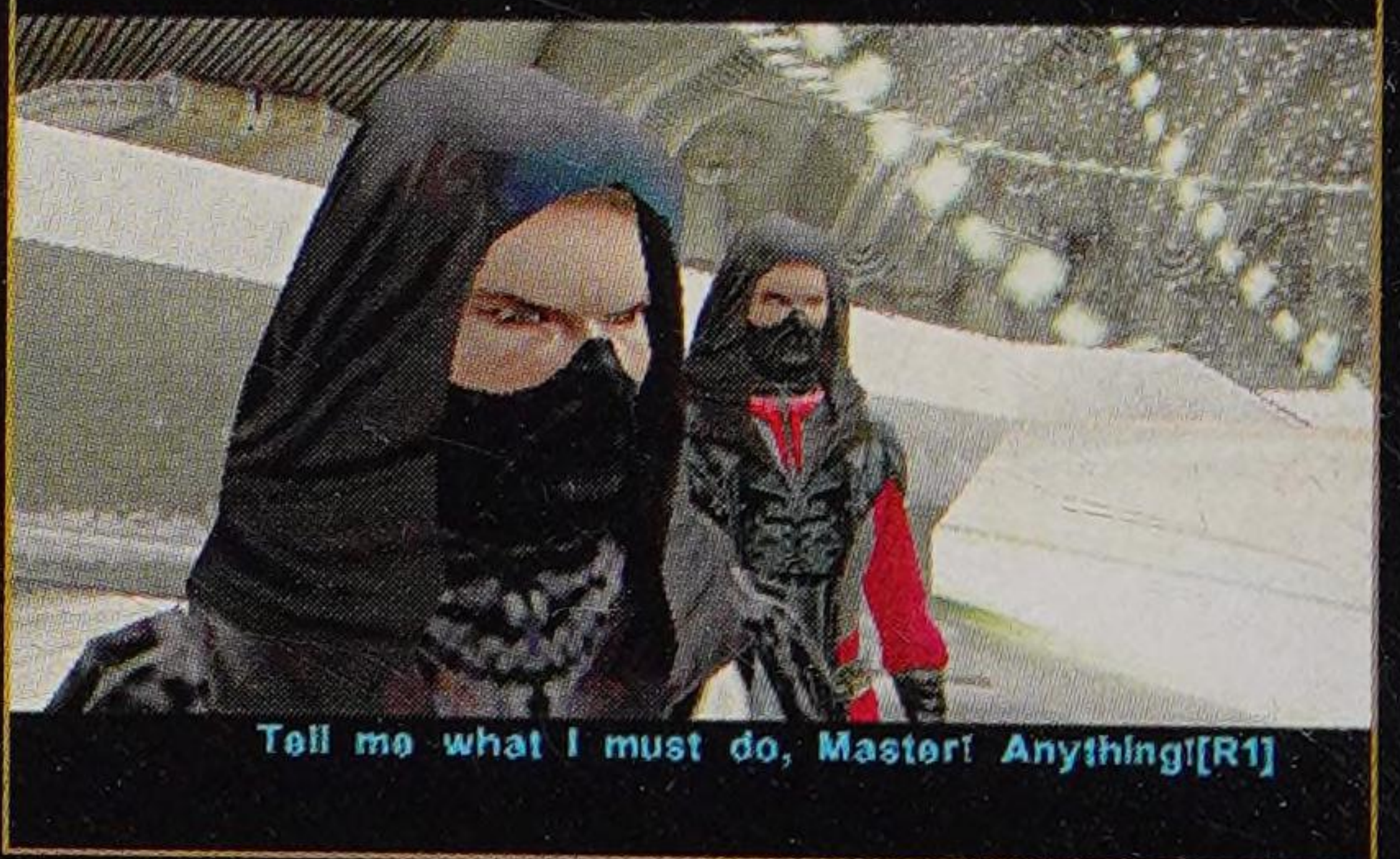


Battle along the main deck.

Action 3: The Star Forge



The command deck looks very much like the previous decks you've battled through. Start by fighting to the large main walkway, and continue down it to the first doorway. Enter it, heading east, open another doorway, then follow the ramp northward and up, then east to another door. During this time, Sith apprentices, Dark Jedi, and the finest Sith shock troops are waiting to demolish your party.



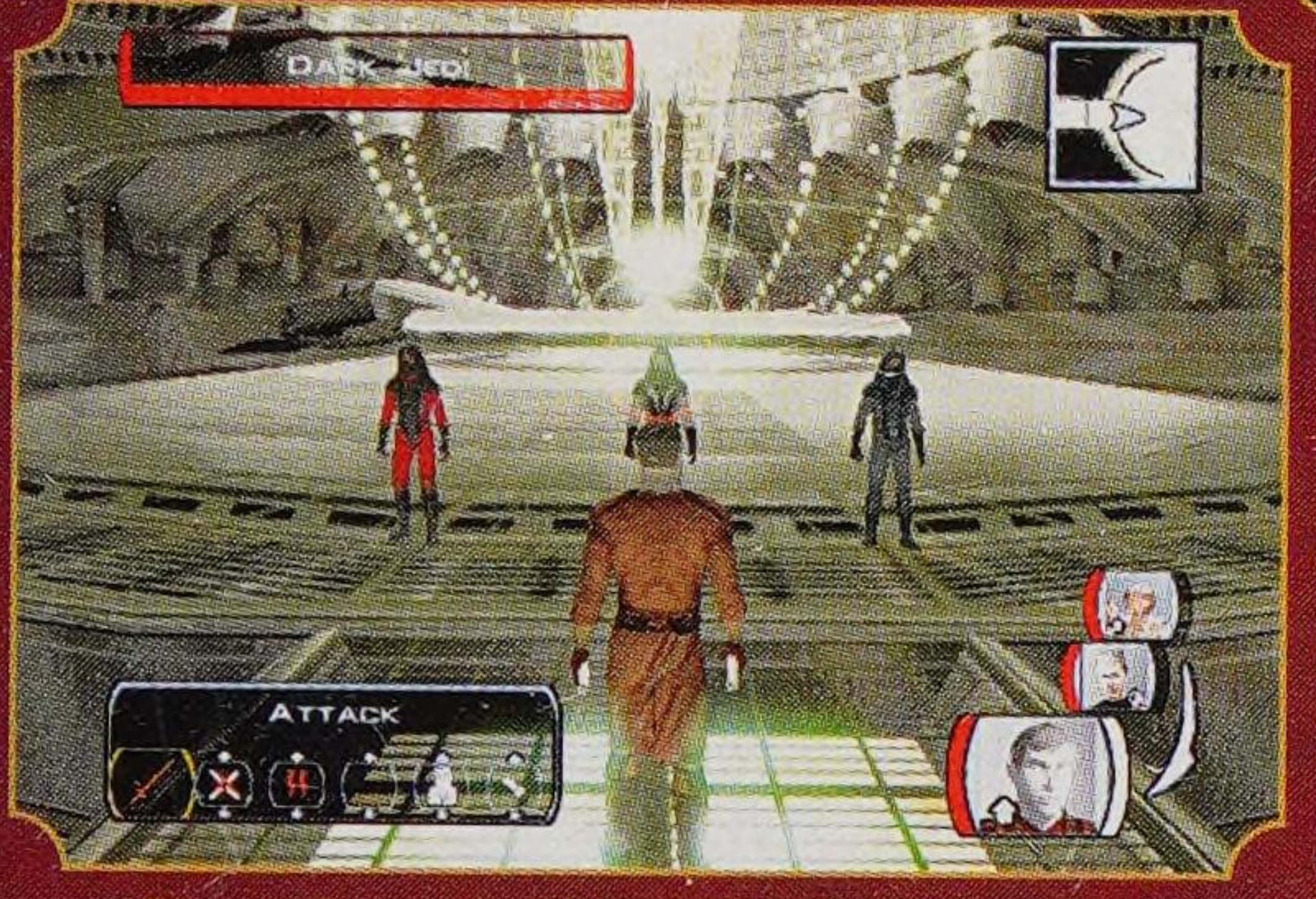
Tell me what I must do, Master! Anything![R1]

As you reach the Star Forge itself (Waypoint K), you witness one of two happenings. The first (if you sided with Bastila atop the Rakatan temple) shows Darth Malak. Three Jedi walk up to him and bow. They ask why they have been summoned. Malak explains that they have been granted the ultimate honor: the chance to fight against Lord Revan himself!

The Jedi swear they will destroy Revan. Malak watches them leave intently and comments that they won't be able to destroy Revan, but they can slow him down long enough for Malak to finish readying the Star Forge defenses.

If you didn't side with Bastila atop the temple, you see Darth Malak greeting Bastila, who walks up to him and bows. She then asks why he summoned her away from the control room where she was using her battle meditation.

Malak explains that she must face Revan again to prove her worth. He reminds her that here on the Star Forge her dark side powers are even stronger. She vows to destroy Revan. Malak watches her leave intently, and comments that she probably won't be able to destroy Revan, but she can slow him down long enough for Malak to finish readying the Star Forge defenses.

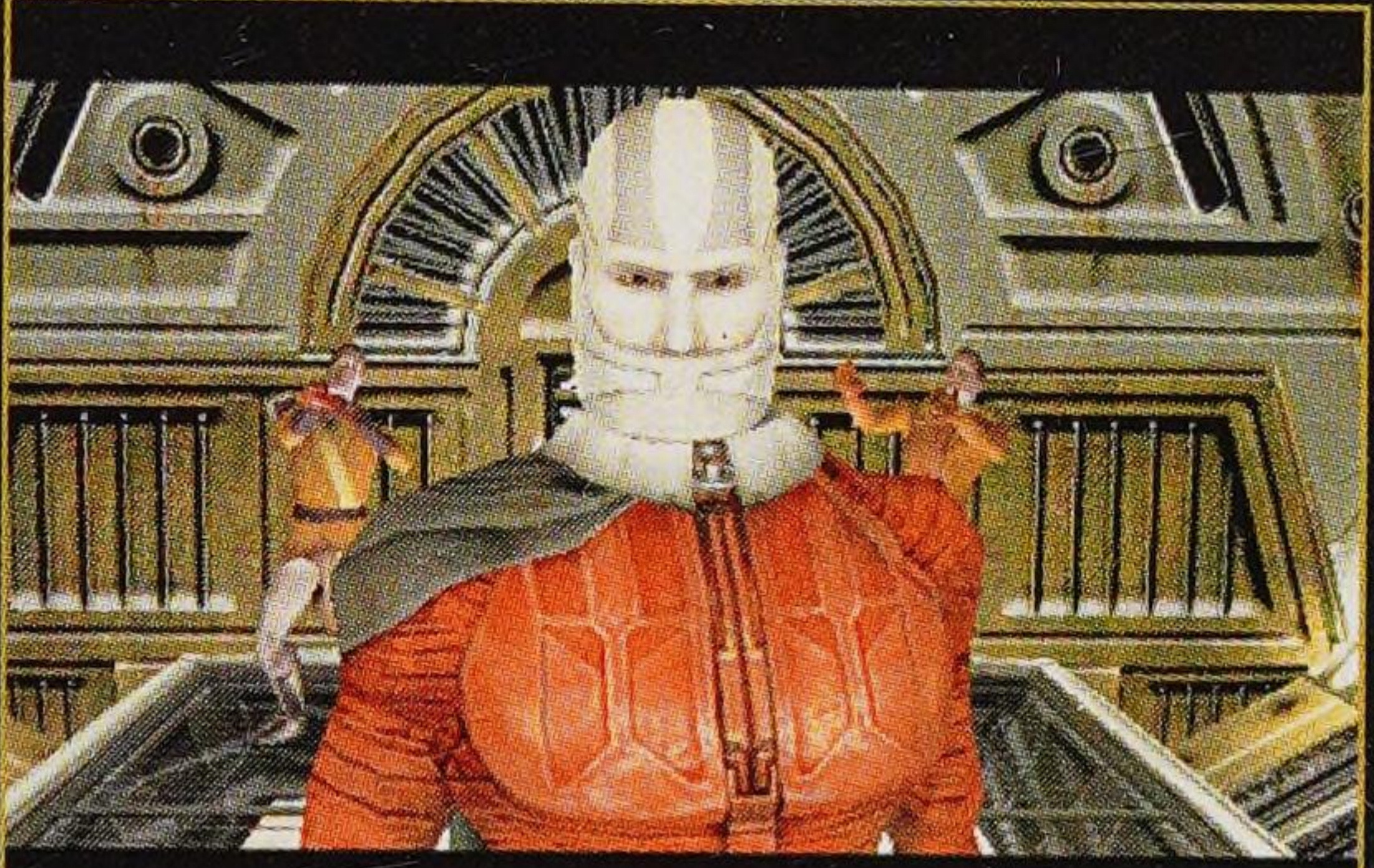


Battle at the Star Forge.

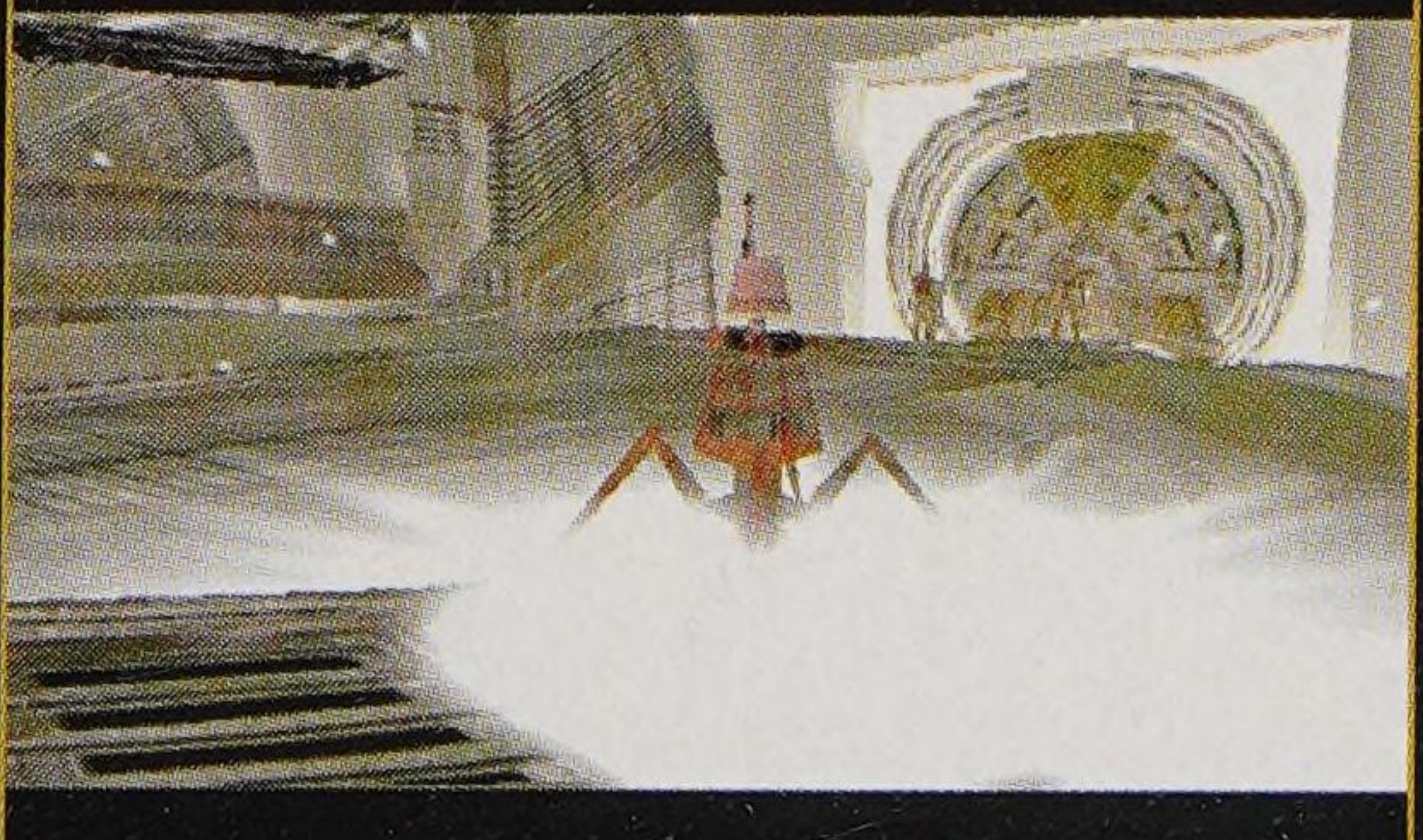
You must now face down three Dark Jedi (dark side) or Bastila herself (light side) in an epic battle next to the Star Forge! Combat is fraught and frantic, but should end with your victory. To bring Bastila back to the light side, when you confront her in the Command Center, beat her in the combat confrontations, and make sure the following dialog options are selected:

"I'll never give up on you, Bastila ... "
"I'm as strong in the light as I ever was ... "
"Malak will never let you ... "
"You're dooming yourself to ... "
"Then strike me down ... "
"You are not evil, Bastila ... "
"Now you can see the dark side ... "
"There's no need for me to ... "
"You can reject the dark side ... "
"I was redeemed, Bastila ... "
"You did protect me ... "
"Help us defeat ... "
"I trust you to ... "
"You won't, Bastila ... "
"You could use your ... "

When victory occurs, move to the door to the south of the forge. As you are about to enter the construction pits (Waypoint M), two Jedi are forcefully flung out of the door, and wracked with lightning. As they lie twitching on the ground, Darth Malak himself strides into view.



Malak is becoming increasingly infuriated with your continued meddling. He tells you he will let the Star Forge itself destroy you while he oversees the ultimate victory of his fleet. Malak steps through the door, and it closes behind him. The door (and the other door leading into the room) locks. Behind you in the construction pits, six giant droid generators rumble into life. It seems Darth Malak is attempting to send you a construction line of droids that will eventually wear you down and destroy you!

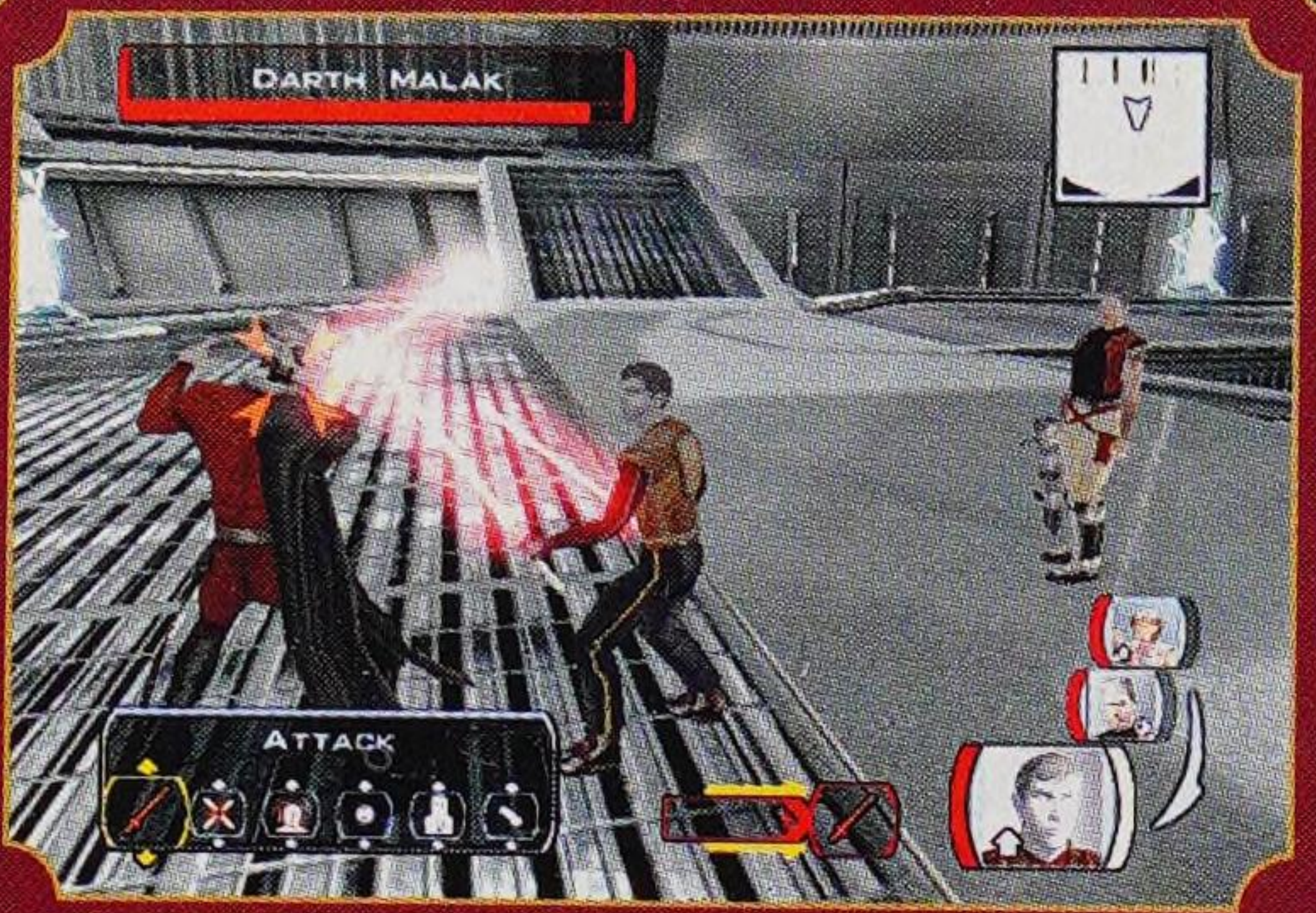


This is a mixture of combat and puzzle-solving. Each generator stops when it finishes construction of five droid types, but it creates another droid when you destroy one. At first, the situation looks hopeless, as continuous droid construction means you'll eventually yield to the forge's infinite supply.

As each droid has computer spikes on them when they are destroyed, move to a computer beside each generator. You can hack into the computer and tell it to either shut down (8 spikes) or start spawning friendly droids (16 spikes). Shut down all six computers to open the exit door leading out of the room (Waypoint N). After you complete this puzzle, you can remove yourself from this potential death trap.

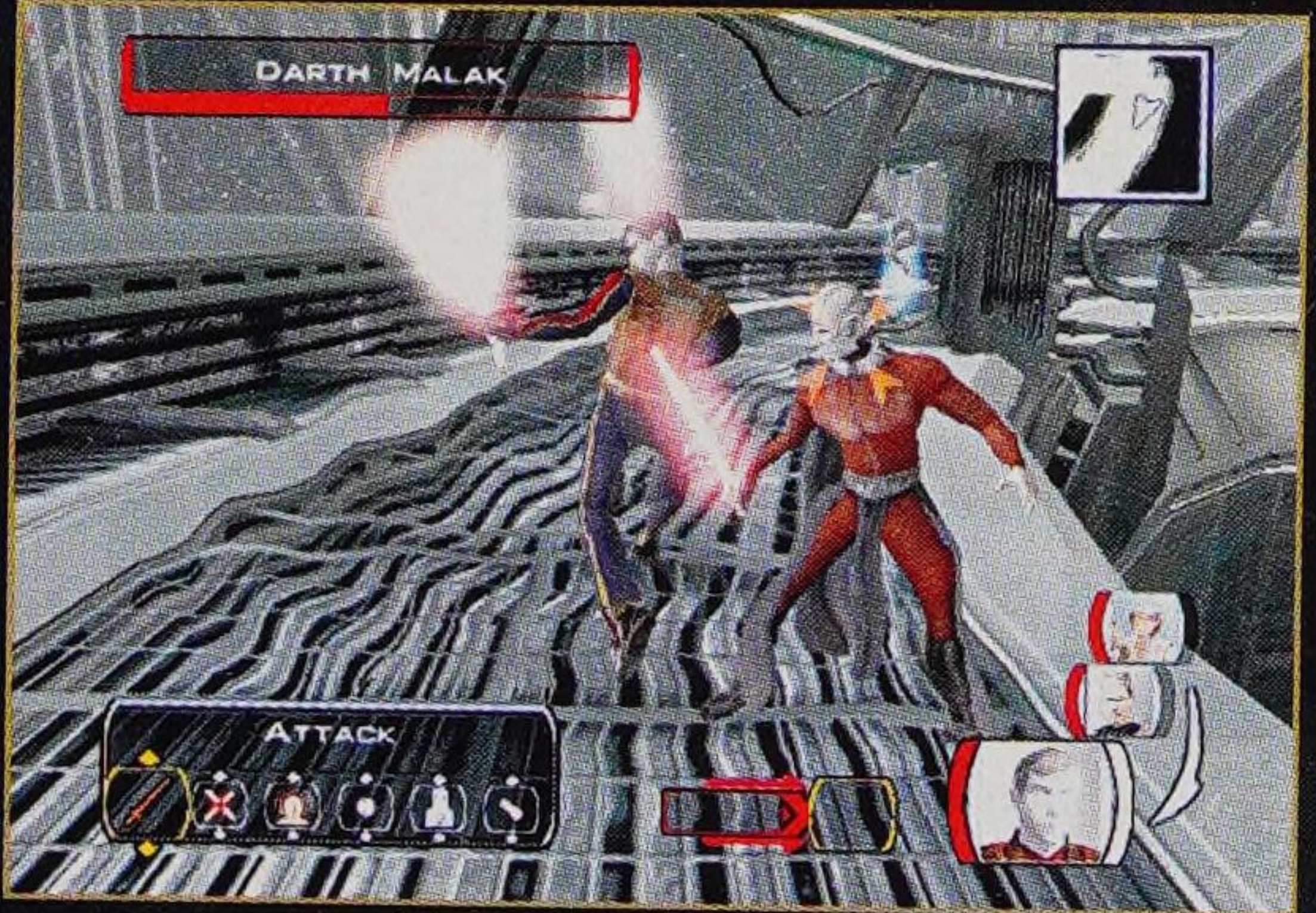
Action 4: Facing Your Destiny

You must now face your destiny and engage Darth Malak in a fight to the finish! Malak is adamant that you, the thorn in his side, have made a terrible mistake coming here and challenging him and that this time, you will not escape! Move into the final factory chamber (Waypoint N) and face Malak for the last time! He congratulates you on avoiding the forge's defenses, but now this must end. Malak locks the main door behind you, and one-on-one combat begins. The victor will decide the fate of the galaxy!



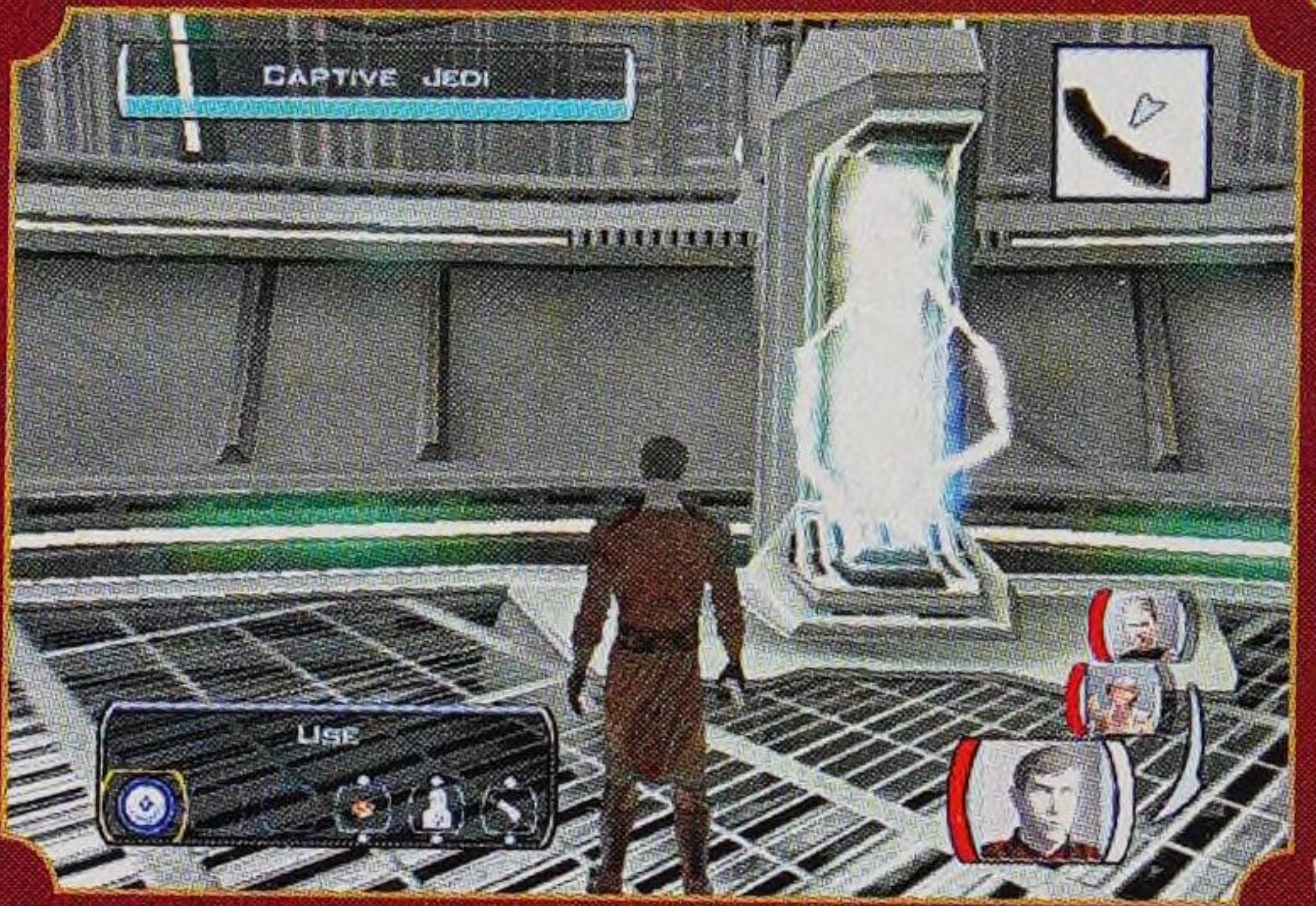
Malak and Revan in the final battle.

The chamber where the final battle takes place is a massive round room. The ceiling is a huge glass dome that offers views out onto the surface of the Star Forge. Sith battle cruisers float up from where they have been constructed. Imprisoned in the walls of the room are eight comatose Jedi. These Jedi are prisoners of war that have been tortured and transformed into receptacles for dark side power. They no longer have any consciousness. Malak uses them to add to his already formidable dark side power.



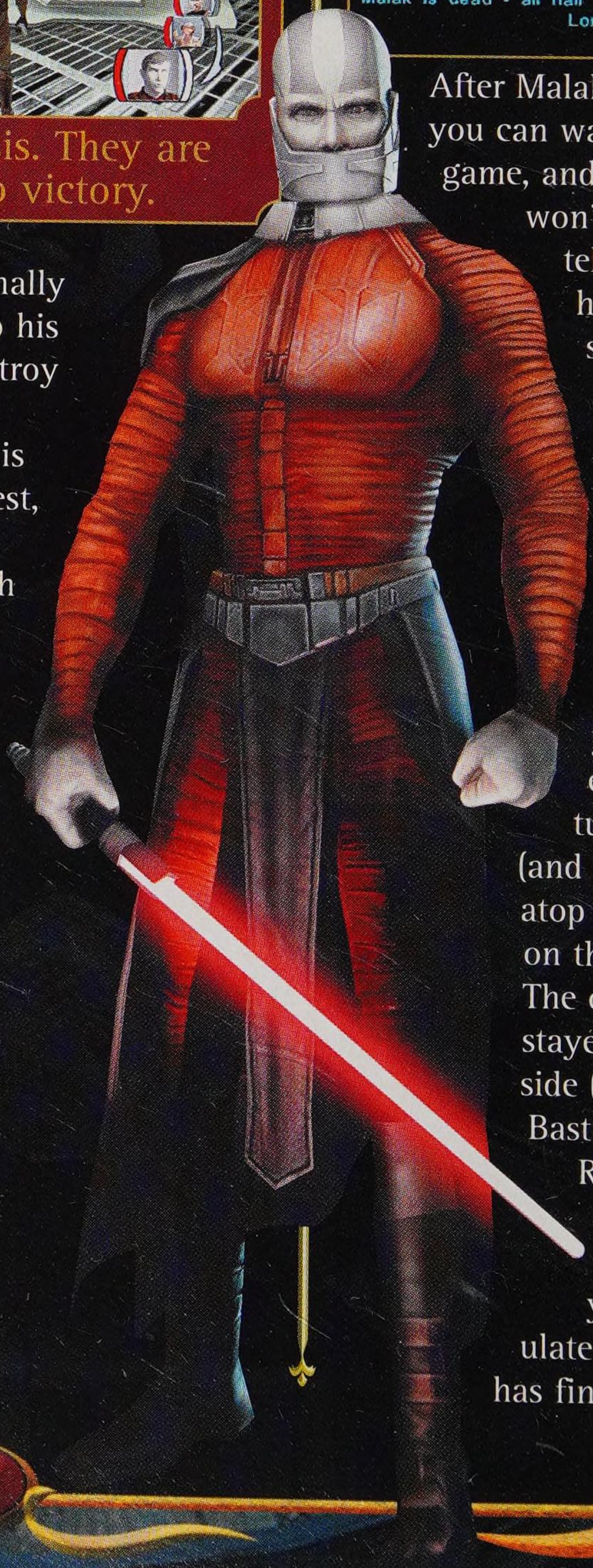
Combat begins. Whenever you reduce Malak below 100 hit points or 100 Force points, he turns (or moves) to face the closest Jedi body. He then casts drain life on the body. This immediately destroys the body and increases Malak's vitality and Force points back to full. The Jedi bodies are the key to your defeat or victory. Normally, Malak's "regeneration" from the life of the imprisoned Jedi would mean you'd face him in combat until he snapped the last of your powers and then defeated you, but you have options.

You can dispatch each of the Jedi bodies by using offensive Force powers on them (it takes 50 vitality points of damage to do this), thus depriving Malak of his power. For best results, try drain life or death field (dark side). Weaker powers such as choke won't affect the terminals. Or, you can use any light side power on the bodies and malfunction the terminals themselves, thus stopping Malak from utilizing his drain life; he immediately staggers back and loses half of his Force points. Again, minor light side Force powers are too weak to affect the terminals.



A Jedi in stasis. They are the keys to victory.

When Malak is finally cut down, he falls to his knees. You must destroy this evil galactic influence. Once this is complete, you can rest, filled with joy at the knowledge that Darth Malak no longer holds sway over the fate of the galaxy. Now the Republic and Sith will learn of a new master. Now you are the master!



Action 5: End Game

[cough] Impossible. I... I cannot be beaten. I am the Dark Lord of the Sith.

Malak is dead - all hail the return of Darth Revan, the true Lord of the Sith!

After Malak has been dispatched, you can watch the ending of the game, and there are two. We won't spoil the action by telling you what happens, but there is a specific point in the game where your actions, in conjunction with the way you have interacted and played the game up to that point, influences the ending you receive. One ending occurs if you turned to the dark side (and sided with Bastila atop the Rakatan temple on the Unknown World). The other happens if you stayed true to the light side (and fended off Bastila's advances at the Rakatan temple). Whatever your decision and fate, you are to be congratulated; your epic struggle has finally come to an end!

Inventory Appendix: Items

Weapons

Quarter Staff

Type	Unique
Quarter Staff	–

Description

Normal

Massassi Battle Staff

Type	Unique
Quarter Staff	–

Description

+3 to hit and damage.

Raito's Gadafi Stick

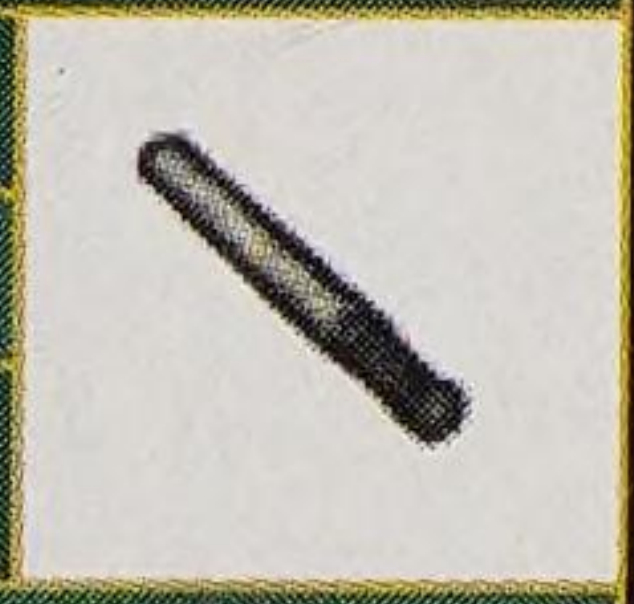
Type	Unique
Quarter Staff	–

Description

+5 to hit and damage.

Stun Baton

Type	Unique
Stun Baton	–



Description

An opponent hit must save vs fortitude at DC 10 or be stunned. This item only does 1d2 damage.

Bothan Stun Stick

Type	Unique
Stun Baton	–

Description

+1 to hit and damage. An opponent hit must save vs fortitude at DC 12 or be stunned.

Bothan Chuka

Type	Unique
Stun Baton	–

Description

+2 to hit and damage. An opponent hit must save vs fortitude at DC 14 or be stunned.

Rakatan Battle Wand

Type	Unique
Stun Baton	YES

Description

+2 to hit and damage. An opponent hit must save vs fortitude at DC 14 or be stunned.
VARIANTS

Long Sword

Type	Unique
Long Sword	–

Description

None

Krath War Blade

Type	Unique
Long Sword	–

Description

+1 to hit and damage.

Naga Sadow's Poison Blade

Type	Unique
Long Sword	–

Description

+3 to hit and damage. It poisons using average strength poison.

Notched Steel Sword

Type	Unique
Long Sword	–

Description

SPECIFIC USE ITEM

Silver Lined Sword

Type	Unique
Long Sword	–

Description

SPECIFIC USE ITEM

Vibrosword

Type	Unique
Vibrosword	–

Description

None

Krath Dire Sword

Type	Unique
Vibrosword	–

Description

+1 to hit and damage.

Sith Tremor Sword

Type	Unique
Vibrosword	–

Description

None

Echani Foil

Type	Unique
Vibrosword	–

Description

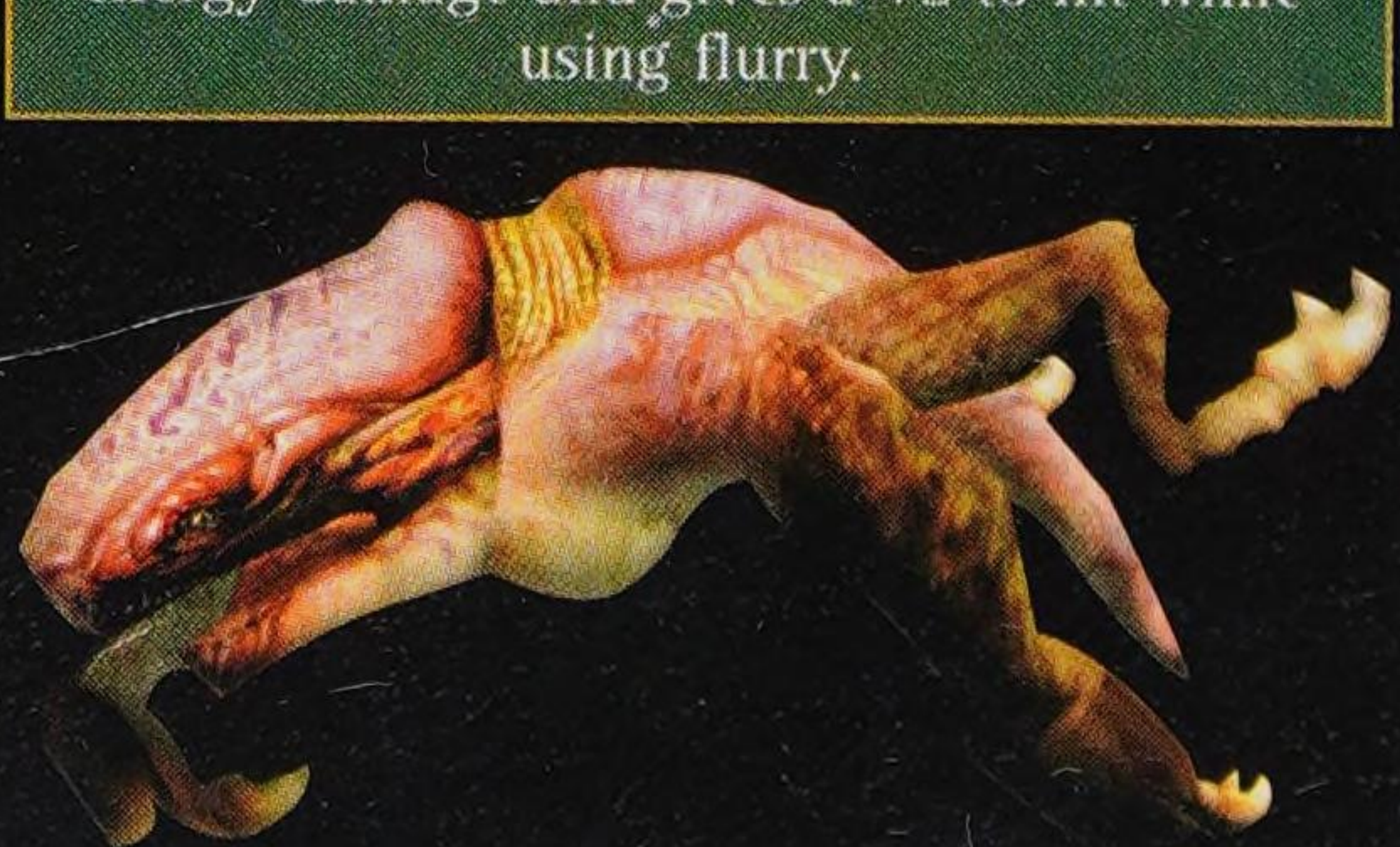
+3 to hit and damage. Increase the critical range when using critical strike. Immune to lightsaber parry destruction.

Bacca's Ceremonial Blade

Type	Unique
Vibrosword	YES

Description

+2 to hit and damage. Deals out extra 2 energy damage and gives a +2 to hit while using flurry.



Sith Ceremonial Vibrosword

Type	Unique
Vibrosword	–

Description

SPECIFIC USE ITEM

GenoHaradan Poison Blade

Type	Unique
Vibrosword	–

Description

Enhancement Bonus 3, On Hit Properties: Item Poison DC 14 Poison, Mild Damage.

Short Sword

Type	Unique
Short Sword	–

Description

None

Massassi Brand

Type	Unique
Short Sword	–

Description

+1 to hit and damage.

Teta's Knives

Type	Unique
Short Sword	–

Description

+3 to hit and damage. Deals out medium strength dexterity poison.

Vibroblade

Type	Unique
Vibroblade	–

Description

None

Krath Blood Knife

Type	Unique
Vibroblade	–

Description

+1 to hit and damage.

Echani Vibro Dagger

Type	Unique
Vibroblade	–

Description

+2 to hit and damage. Deals out an extra 2 cold damage.

Sanasiki's Knife

Type	Unique
Vibroblade	YES

Description

+2 to hit and damage. Bonus to critical range. Deals out an extra 5 damage vs droids.

Mission's Vibrosword

Type	Unique
Vibroblade	YES

Description

None

Prototype Vibroblade

Type	Unique
Vibroblade	YES

Description

None

Double Bladed Sword

Type	Unique
Dbl. Bladed Sword	–

Description

None

Echani Ritual Brand

Type	Unique
Dbl. Bladed Sword	–

Description

+1 to hit and damage.

Krath Double Sword

Type	Unique
Dbl. Bladed Sword	–

Description

+2 to hit and damage. Does an extra 2 damage when used with power attack.

Ajunta Pall's Blade

Type	Unique
Dbl. Bladed Sword	–

Description

+3 to hit and damage. Gives +2 to hit when used with flurry. Deals out an extra 2 fire damage.

Vibro Double Blade

Type	Unique
Vibro Double Blade	–

Description

None

Sith War Sword

Type	Unique
Vibro Double Blade	–

Description

+1 to hit and damage.

Echani Double Brand

Type	Unique
Vibro Double Blade	–

Description

+2 to hit and damage. Deals out an extra 3 energy damage.

Yusanis' Brand

Type	Unique
Vibro Double Blade	YES

Description

+2 to hit and damage. Deals out an extra 5 damage to droids.

Lightsaber Blue

Type	Unique
Lightsaber	–

Description

None

Lightsaber Red

Type	Unique
Lightsaber	–
Description	
None	

Lightsaber Green

Type	Unique
Lightsaber	–
Description	
None	

Lightsaber Gold

Type	Unique
Lightsaber	–
Description	
None	

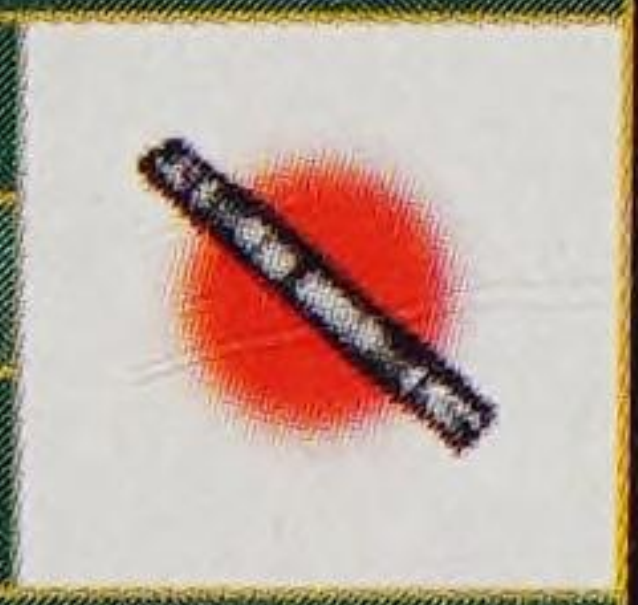
Lightsaber Purple

Type	Unique
Lightsaber	–
Description	
None	

Double Bladed Lightsaber Blue

Type	Unique
Dbl. Bladed Lightsaber	–
Description	
None	

Double Bladed Lightsaber Red



Type	Unique
Dbl. Bladed Lightsaber	–
Description	
None	

Double Bladed Lightsaber Green

Type	Unique
Dbl. Bladed Lightsaber	–
Description	
None	

Double Bladed Lightsaber Gold

Type	Unique
Dbl. Bladed Lightsaber	–
Description	
None	

Double Bladed Lightsaber Purple

Type	Unique
Dbl. Bladed Lightsaber	–
Description	
None	

Short Lightsaber Blue

Type	Unique
Short Lightsaber	–
Description	
None	

Short Lightsaber Red

Type	Unique
Short Lightsaber	–
Description	
None	

Short Lightsaber Green

Type	Unique
Short Lightsaber	–
Description	
None	

Short Lightsaber Gold

Type	Unique
Short Lightsaber	–
Description	
None	

Short Lightsaber Purple

Type	Unique
Short Lightsaber	–
Description	
None	

Rubat Crystal

Type	Unique
Lightsaber Crystals	–
Description	
Enhancement Bonus +1.	

Damind Crystal

Type	Unique
Lightsaber Crystals	–
Description	
Enhancement Bonus +2.	

Eralam Crystal

Type	Unique
Lightsaber Crystals	–
Description	
Enhancement Bonus +3.	

Sapith Crystal

Type	Unique
Lightsaber Crystals	–
Description	
Enhancement Bonus +4.	

Nextor Crystal

Type	Unique
Lightsaber Crystals	–
Description	
Keen: Feat Restriction -> Critical Strike.	

Opila Crystal

Type	Unique
Lightsaber Crystals	–
Description	
Massive Criticals (2d6): Feat Restriction -> Power Attack.	

Jenruax Crystal

Type	Unique
Lightsaber Crystals	–
Description	
Blaster Bolt Deflection(+5): Feat Restriction -> Advanced Jedi Defense.	

Phond Crystal

Type	Unique
Lightsaber Crystals	–

Description

Damage Bonus +1d10 vs droids.

Luxum Crytsal

Type	Unique
Lightsaber Crystals	–

Description

Enhancement Bonus +3 vs droids.

Firkrann Crystal

Type	Unique
Lightsaber Crystals	–

Description

Enhancement Bonus +4 vs droids.

Bondar Crystal

Type	Unique
Lightsaber Crystals	–

Description

On Hit Stun: DC 15.

Sigil Crystal

Type	Unique
Lightsaber Crystals	–

Description

Damage Bonus +1d6, Feat Restriction -> Improved Power Attack.

Upari Crystal

Type	Unique
Lightsaber Crystals	–

Description

Enhancement Bonus +5.

Blue Crystal

Type	Unique
Lightsaber Crystals	–

Description

Makes the saber blue.

Gold Crystal

Type	Unique
Lightsaber Crystals	–

Description

Makes the saber gold.

Green Crystal

Type	Unique
Lightsaber Crystals	–

Description

Makes the saber green.

Violet Crystal

Type	Unique
Lightsaber Crystals	–

Description

Makes the saber purple.

Red Crystal

Type	Unique
Lightsaber Crystals	–

Description

Makes the saber red.

Solari Crystal

Type	Unique
Lightsaber Crystals	–

Description

Enhancement Bonus +5.

Blaster Pistol

Type	Unique
Blaster Pistol	–

Description

None

Mandalorian Blaster

Type	Unique
Blaster Pistol	–

Description

+1 to hit and damage.

Arkanian Pistol

Type	Unique
Blaster Pistol	–

Description

+2 to hit and damage.

Zabrak Blaster Pistol

Type	Unique
Blaster Pistol	–

Description

+3 to hit and damage. Stuns opponents that don't save vs fortitude at DC 12.

Bendak Starkiller's Modified Blaster

Type	Unique
Blaster Pistol	YES

Description

+2 to hit and damage. Gives +1 to hit when using sniper shot. Gives +1 to hit when using rapid shot.

Carth's Blaster

Type	Unique
Blaster Pistol	YES

Description

None

Null Model Blaster Pistol

Type	Unique
Blaster Pistol	–

Description

Null model blaster pistol.

GenoHaradan Blaster

Type	Unique
Blaster Pistol	–

Description

Attack Bonus 5, Damage Bonus: blaster 1.

Heavy Blaster

Type	Unique
Heavy Blaster	–

Description

None

Arkanian Heavy Pistol

Type	Unique
Heavy Blaster	–

Description

+1 to hit and damage.

Zabrak Tystel Mark III

Type	Unique
Heavy Blaster	–

Description

+2 to hit and damage. Deals out an extra 2 physical damage.

Mandalorian Heavy Pistol

Type	Unique
Heavy Blaster	–

Description

+3 to hit and damage. Deals out an extra 3 damage when power blast is used.

Cassus Fett's Heavy Pistol

Type	Unique
Heavy Blaster	YES

Description

+2 to hit and damage. Gives +1 to damage when used with power blast. Deals out an extra 4 damage vs droids. Opponents must save vs fortitude at DC 9 or be rendered unconscious.

Null Model Heavy Blaster

Type	Unique
Heavy Blaster	–

Description

Null mode heavy blaster pistol.

Hold Out Blaster

Type	Unique
Hold Out Blaster	–

Description

Opponents must save vs fortitude at DC 9 or be rendered unconscious.

Bothan Quick Draw

Type	Unique
Hold Out Blaster	–

Description

+1 to hit and damage. Opponents must save vs fortitude at DC 11 or be rendered unconscious.

Sith Assassin's Pistol

Type	Unique
Hold Out Blaster	–

Description

+2 to hit and damage. Opponents must save vs fortitude at DC 12 or be rendered unconscious. Deals out an extra 1-10 damage vs droids.

Bothan Needler

Type	Unique
Hold Out Blaster	–

Description

+2 to hit and damage. Opponents must save vs fortitude at DC 15 or be rendered unconscious.

Ion Blaster

Type	Unique
Ion Blaster	–

Description

Deals out ionic damage.

Verpine Prototype Ion Gun

Type	Unique
Ion Blaster	–

Description

+2 to hit and damage. Deals out ionic damage.

Disrupter Pistol

Type	Unique
Disrupter Pistol	–

Description

Does physical damage.

Mandalorian Ripper

Type	Unique
Disrupter Pistol	–

Description

Does physical damage. +2 to hit and damage.

Sonic Pistol

Type	Unique
Sonic Pistol	–

Description

Does sonic damage. Target must save vs fortitude at DC 10 or be stunned.

Bothan Shrieker

Type	Unique
Sonic Pistol	–

Description

+1 to hit and damage. Does sonic damage. Target must save vs fortitude at DC 10 or be stunned.

Blaster Rifle

Type	Unique
Blaster Rifle	–

Description

None

Sith Sniper Rifle

Type	Unique
Blaster Rifle	–

Description

+1 to hit and damage.

Mandalorian Assault Rifle

Type	Unique
Blaster Rifle	–

Description

+2 to hit and damage. Opponents must save vs fortitude at DC 10 or be stunned.

Zabrak Battle Cannon

Type	Unique
Blaster Rifle	–

Description

+3 to hit and damage. Deals out an extra 2 damage when using power blast.

Jurgan Kalta's Assault Rifle

Type	Unique
Blaster Rifle	YES

Description

+3 to hit and damage. Deals out 1-8 extra ionic damage. Deals out an extra 1 damage when used with power blast.

Null Model Blaster Rifle

Type	Unique
Blaster Rifle	–

Description

Null mode blaster rifle.

Ion Rifle

Type	Unique
Ion Rifle	–

Description

Deals out ionic damage.

Bothan Droid Stunner

Type	Unique
Ion Rifle	–

Description

+1 to hit and damage. Deals out ionic damage.

Verpine Droid Disruptor

Type	Unique
Ion Rifle	–

Description

+2 to hit and damage. Deals out ionic damage.

Null Model Ion Rifle

Type	Unique
Ion Rifle	–

Description

Null model version.

Bowcaster

Type	Unique
Bowcaster	–

Description

Deals out and 2 physical damage.

Chuundar's Bowcaster

Type	Unique
Bowcaster	–

Description

+2 to hit and damage. Deals out an extra 4 physical damage.

Zaalbar's Bowcaster

Type	Unique
Bowcaster	YES

Description

None

Blaster Carbine

Type	Unique
Blaster Carbine	–

Description

None

Sith Assault Gun

Type	Unique
Blaster Carbine	–

Description

+1 to hit and damage. Deals out an extra 1 point of physical damage.

Cinnagaran Combine

Type	Unique
Blaster Carbine	–

Description

+2 to hit and damage. Deals out an extra 1 point of physical damage.

Jurgan Kalta's Combine

Type	Unique
Blaster Carbine	–

Description

+3 to hit and damage. Deals out an extra 2 physical damage.

Jamoh Hogra's Carbine

Type	Unique
Blaster Carbine	YES

Description

+1 to hit and damage. Deals out an extra 2 physical damage.

Null Model Blaster Rifle

Type	Unique
Blaster Carbine	–

Description

None

Disrupter Rifle

Type	Unique
Disrupter Rifle	–

Description

Deals out physical damage.

Zabrak Disrupter Cannon

Type	Unique
Disrupter Rifle	–

Description

Deals out physical damage. +2 to hit and damage.

Sonic Rifle

Type	Unique
Sonic Rifle	–

Description

Does sonic damage. Target must save vs fortitude at DC 10 or be stunned.

Bothan Discord Gun

Type	Unique
Sonic Rifle	–

Description

Does sonic damage. Target must save vs fortitude at DC 12 or be stunned. +1 to hit and damage.

Arkanian Sonic Rifle

Type	Unique
Sonic Rifle	–

Description

Does sonic damage. Target must save vs fortitude at DC 14 or be stunned. +2 to hit and damage.

Light Repeating Blaster

Type	Unique
Repeating Blaster	–

Description

Gives an extra attack per round at the highest attack value.

Medium Repeating Blaster

Type	Unique
Repeating Blaster	–

Description

Gives an extra attack per round at the highest attack value. +1 to hit and damage.

Blaster Cannon

Type	Unique
Repeating Blaster	–

Description

Gives an extra attack per round at the highest attack value. +2 to hit and damage.

Null Blaster Cannon

Type	Unique
Repeating Blaster	–

Description

Null model version.

Heavy Repeating Blaster

Type	Unique
Hvy. Repeating Blaster	–

Description

Gives an extra attack per round at the highest attack value. When the feat rapid shot is used, this weapon gives ANOTHER extra attack at the highest attack value. However, all of the attacks have another –2 penalty applied to them.

Mandalorian Heavy Repeating Blaster

Type	Unique
Hvy. Repeating Blaster	–

Description

Gives an extra attack per round at the highest attack value. When the feat rapid shot is used, this weapon gives ANOTHER extra attack at the highest attack value. However, all of the attacks have another –2 penalty applied to them. This weapon deals out an extra 1-4 ionic damage.

Canderous Heavy Repeating Blaster

Type	Unique
Hvy. Repeating Blaster	YES

Description

None

Concussion Grenade

Type	Unique
Concussion Grenade	–

Description

stun for 9 seconds (DC 15)

Fragmentation Grenade

Type	Unique
Frag. Grenade	–

Description

physical 20 (DC 15)

Stun Grenade

Type	Unique
Stun Grenade	–

Description

None

Thermal Detonator

Type	Unique
Thermal Detonator	–

Description

energy 60, knockdown (DC 15)

Poison Grenade

Type	Unique
Poison Grenade	–

Description

None

Sonic Grenade

Type	Unique
Sonic Grenade	–

Description

sonic 20, reduce dexterity by 6 for 30 seconds (DC 15)

Adhesive Grenade

Type	Unique
Adhesive Grenade	–

Description

entangle for 15 seconds

Cryoban Grenade

Type	Unique
Cryoban Grenade	–

Description

cold 20, paralyze for 6 seconds (DC 15)

Plasma Grenade

Type	Unique
Fire Grenade	–

Description

fire 36 (DC 15)

Ion Grenade

Type	Unique
Ion Grenade	–

Description

ion 15, 45 vs droids (DC 15)

Gaffi Stick

Type	Unique
Gaffi Stick	–

Description

Deals out 1-8 damage.

Wookiee Warblade

Type	Unique
Wookiee Warblade	–

Description

Deals out 1-10 damage.

Gamorrean Battleaxe

Type	Unique
Gamorrean Battleaxe	–

Description

Deals out 1-8 damage.

Armor

Jedi Robe

Type	Unique
Jedi Robe	–
Description	
Gives +1 to AC.	

Jedi Knight Robe

Type	Unique
Jedi Knight Robe	–
Description	
Gives +2 to AC.	

Jedi Master Robe

Type	Unique
Jedi Master Robe	–
Description	
Gives +3 to AC.	

Dark Jedi Robe

Type	Unique
Jedi Robe	–
Description	
Gives +1 to AC.	

Dark Jedi Knight Robe

Type	Unique
Jedi Knight Robe	–
Description	
Gives +2 to AC.	

Dark Jedi Master Robe

Type	Unique
Jedi Master Robe	–
Description	
Gives +3 to AC.	

Qel-Droma Robes

Type	Unique
Jedi Robe	–
Description	
Ability Bonus: Wisdom +2, Alignment Limitation: Light Side, Defense Bonus 5, User Limitation: Human.	

Darth Revan's Robes

Type	Unique
Jedi Master Robe	–
Description	
Alignment Limitation: Dark Side, Attribute Bonus: Strength +4, Class Limitation: Jedi Consular, Class Limitation: Jedi Guardian, Class Limitation: Jedi Sentinel, Defense Bonus 5, Regeneration 1, User Limitation: Human.	

Star Forge Robes

Type	Unique
Jedi Master Robe	–
Description	
Alignment Limitation: Light Side, Attribute Bonus: Wisdom +5, Class Limitation: Jedi Consular, Class Limitation: Jedi Guardian, Class Limitation: Jedi Sentinel, Defense Bonus 5, Improved Saving Throws: Specific: All 2, User Limitation: Human.	

Combat Suit

Type	Unique
Class 4	–
Description	
defense +4, max dex +5 Rrequires Armor Proficiency Light.	

Zabrak Battle Armor

Type	Unique
Class 4	–
Description	
Defense +6, Max Dex +4, 20 vs cold Requires Armor Proficiency Light	

Echani Light Armor

Type	Unique
Class 4	–
Description	
Defense +5, Max Dex +5, 15 vs fire Requires Armor Proficiency Light	

Cinnagar Weave Armor

Type	Unique
Class 4	–
Description	
Defense +6, Max Dex +5, 20 vs cold, 20 vs fire Requires Armor Proficiency Light.	

Massassi Ceremonial Armor

Type	Unique
Class 4	–
Description	
Defense +5, Max Dex +5 Immunity Critical Hits Requires Armor Proficiency Light	

Darth Bandon's Fiber Armor

Type	Unique
Class 4	YES
Description	
Defense +5, Max Dex +5, 25 vs fire Requires Armor Proficiency Light Upgradeable Location: Darth Bandon.	

Upgraded Darth Bandon's Fiber Armor

Type	Unique
Class 4	YES
Description	
Defense +7, Max Dex +5, 25 vs fire, Immunity Mind-Affecting Location: Darth Bandon.	

Echani Fiber Armor

Type	Unique
Class 4	YES

Description

Defense +5, Max Dex +5
Requires Armor Proficiency Light
Upgradeable
Location: Lower City Apartments.

Upgraded Echani Fiber Armor

Type	Unique
Class 4	YES

Description

Defense +7, Max Dex +5, 20 vs cold, 20 vs fire
Location: Lower City Apartments

GenoHaradan Mesh Armor

Type	Unique
Class 4	–

Description

Defense +7, Max Dex +5, +4 Stealth, +3 Dexterity
Requires Armor Proficiency Light
Location: Dune Sea (Hulas)

Heavy Combat Suit

Type	Unique
Class 5	–

Description

Defense +5, Max Dex +4
Requires Armor Proficiency Light

Bonadon Alloy Heavy Suit

Type	Unique
Class 5	–

Description

Defense +6, Max Dex +4
Requires Armor Proficiency Light
Location: Kebla Yurt's Equipment Emporium.

Zabrak Combat Suit

Type	Unique
Class 5	–

Description

Defense +5, Max Dex +5
Requires Armor Proficiency Light

Zabrak Field Armor

Type	Unique
Class 5	–

Description

Defense +7, Max Dex +4, 30 vs cold
Requires Armor Proficiency Light

Reinforced Fiber Armor

Type	Unique
Class 5	–

Description

Defense +7, Max Dex +4
Requires Armor Proficiency Light

Ulic Qel-Droma's Mesh Suit

Type	Unique
Class 5	–

Description

Defense +8, Max Dex +4, 20 vs cold, 20 vs fire
Requires Armor Proficiency Light

Eriadu Prototype Armor

Type	Unique
Class 5	YES

Description

Defense +6, Max Dex +4
Requires Armor Proficiency Light
Upgradeable

Upgraded Eriadu Prototype Armor

Type	Unique
Class 5	YES

Description

Defense +9, Max Dex +4, 15 vs cold,
Immunity Mind-Affecting

Republic Mod Armor

Type	Unique
Class 5	YES

Description

Defense +5, Max Dex +4
Requires Armor Proficiency Light
Upgradeable
Location: Lower City Apartments

Upgraded Republic Mod Armor

Type	Unique
Class 5	YES

Description

Defense +6, Max Dex +4
Immunity Mind-Affecting
Location: Lower City Apartments

Military Suit

Type	Unique
Class 6	–

Description

Bonus +6, Max Dex +3
Requires Armor Proficiency Medium

Echani Battle Armor

Type	Unique
Class 6	–

Description

Bonus +7, Max Dex +3, 15 vs sonic
Requires Armor Proficiency Medium

Cinnagar War Suit

Type	Unique
Class 6	–

Description

Bonus +7, Max Dex +3, 15 vs sonic
Requires Armor Proficiency Medium

Verpine Fiber Mesh

Type	Unique
Class 6	–

Description

Bonus +8, Max Dex +3
Requires Armor Proficiency Medium

Arkanian Bond Armor

Type	Unique
Class 6	–

Description

Bonus +8, Max Dex +3, 20 vs cold
Requires Armor Proficiency Medium

Exar Kun's Light Battle Suit

Type	Unique
Class 6	–

Description

Bonus +9, Max Dex +3
Armor Proficiency Medium
Location: Dreshdae Czerka Shop

Davik's War Suit

Type	Unique
Class 6	YES

Description

Bonus +8, Max Dex +3, 10 vs cold, 10 vs fire
Requires Armor Proficiency Medium
Location: Davik's Estate

Light Battle Armor

Type	Unique
Class 7	–

Description

Bonus +2, Max Dex +2
Requires Armor Proficiency Medium

Bronzium Cast Light Battle Armor

Type	Unique
Class 7	–

Description

Bonus +8, Max Dex +2
Requires Armor Proficiency Medium

Powered Light Battle Armor

Type	Unique
Class 7	–

Description

Bonus +8, Max Dex +2, 25 vs sonic, Strength +1
Requires Armor Proficiency Medium

Krath Heavy Armor

Type	Unique
Class 7	–

Description

Bonus +9, Max Dex +2
Requires Armor Proficiency Medium

Krath Holy Battle Suit

Type	Unique
Class 7	–

Description

Bonus +9, Max Dex +2
15 vs cold, 15 vs fire, 15 vs sonic
Requires Armor Proficiency Medium

Jamoh Hogra's Battle Armor

Type	Unique
Class 7	–

Description

Bonus +11, Max Dex +2, Strength +1
Immunity Critical Hits
Requires Armor Proficiency Medium

Battle Armor

Type	Unique
Class 8	–

Description

Bonus +8, Max Dex +1
Requires Armor Proficiency Heavy

Powered Battle Armor

Type	Unique
Class 8	–

Description

Bonus +9, Max Dex +1, Strength +1
Armor Proficiency Heavy

Cinnagar Plate Armor

Type	Unique
Class 8	–

Description

Bonus +10, Max Dex +1, 25 vs sonic
Armor Proficiency Heavy

Mandalorian Armor

Type	Unique
Class 8	–

Description

Bonus +10, Max Dex +1, 25 vs sonic
Requires Armor Proficiency Heavy

Heavy Battle Armor

Type	Unique
Class 9	–

Description

Bonus +9, Max Dex +0
Requires Armor Proficiency Heavy

Calo Nord's Battle Armor

Type	Unique
Class 8	YES

Description

Bonus +9, Max Dex +1
10 vs cold, 10 vs fire, 10 vs sonic
Requires Armor Proficiency Heavy
Upgradeable
Location: Calo Nord

Upgraded Calo Nord's Battle Armor

Type	Unique
Class 8	YES

Description

Bonus +12, Max Dex +1
10 vs cold, 10 vs fire, 10 vs sonic
Immunity Mind-Affecting
Immunity Critical Hits
Location: Calo Nord

Verpine Zal Alloy Mesh

Type	Unique
Class 8	–

Description

Bonus +12, Max Dex +1
25 vs cold, 25 vs fire, 25 vs sonic
Requires Armor Proficiency Heavy

Mandalorian Assault Armor

Type	Unique
Class 9	–

Description

Bonus +13, Max Dex +0, 25 vs cold, 25 vs fire
Requires Armor Proficiency Heavy

Jurgan Kalta's Power Suit

Type	Unique
Class 9	YES

Description

Bonus +10, Max Dex +0
Requires Armor Proficiency Heavy
Upgradeable

Upgraded Jurgan Kalta's Power Suit

Type	Unique
Class 9	YES

Description

Bonus +13, Max Dex +0
15 vs cold, 15 vs fire, 15 vs sonic
Immunity Mind-Affecting

Mandalorian Battle Armor

Type	Unique
Class 8	–

Description

Bonus +11, Max Dex +0, 25 vs electrical
Requires Armor Proficiency Heavy

Durasteel Heavy Battle Armor

Type	Unique
Class 9	–

Description

Bonus +10, Max Dex +0
Requires Armor Proficiency Heavy

Mandalorian Heavy Armor

Type	Unique
Class 9	–

Description

Bonus +12, Max Dex +0
Immunity Mind-Affecting
Requires Armor Proficiency Heavy

Cassus Fett's Battle Armor

Type	Unique
Class 9	YES

Description

Bonus +10, Max Dex +0
10 vs cold, 10 vs fire, 10 vs sonic
Requires Armor Proficiency Heavy
Upgradeable

Upgraded Cassus Fett's Battle Armor

Type	Unique
Class 9	YES

Description

Bonus +14, Max Dex +0, Strength +1
10 vs cold, 10 vs fire, 10 vs sonic

Miscellaneous Items

Aural Amplifier

Type	Unique
Mask	–

Description

Awareness +2; not usable by Wookiees

Advanced Aural Amplifier

Type	Unique
Mask	–

Description

Awareness +4; not usable by Wookiees

Motion Detection Goggles

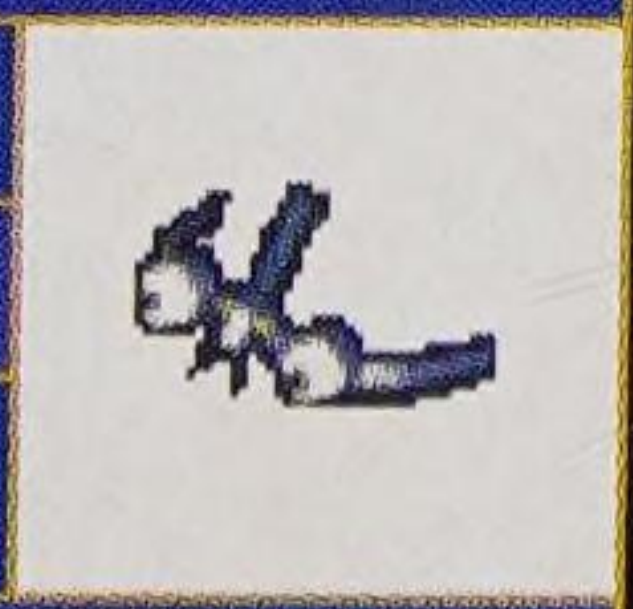
Type	Unique
Mask	–

Description

Awareness +2; not usable by Wookiees
Requires Armor Proficiency Light

Bothan Sensory Visor

Type	Unique
Mask	–



Description

Awareness + 4; Immunity Critical Hits
Not usable by Wookiees
Requires Armor Proficiency Light

Light-Scan Visor

Type	Unique
Mask	–

Description

Awareness +4; not usable by Wookiees
Requires Armor Proficiency Light

Verpine Ocular Enhancer

Type	Unique
Mask	–

Description

Resist sonic 5, Dexterity +1
Not usable by Wookiees
Requires Armor Proficiency Light

Bothan Perception Visor

Type	Unique
Mask	–

Description

Awareness +3; not usable by Wookiees
Requires Armor Proficiency Light

Vacuum Mask

Type	Unique
Mask	–

Description

Immunity Mind-affecting, poison
Not usable by Wookiees
Requires Armor Proficiency Medium

Neural Band

Type	Unique
Mask	–

Description

Will +2; not usable by Wookiees

Sonic Nullifiers

Type	Unique
Mask	–

Description

Resist 10 vs sonic; not usable by Wookiees
Requires Armor Proficiency Light

Verpine Headband

Type	Unique
Mask	–

Description

Will +3, Awareness +2; not usable by Wookiees

Breath Mask

Type	Unique
Mask	–

Description

Immunity poison; not usable by Wookiees
Requires Armor Proficiency Medium

Teta's Royal Band

Type	Unique
Mask	–

Description

Stealth field nullifier.

Sith Mask

Type	Unique
Mask	–

Description

Immunity Mind-Affecting, Weapon focus lightsaber, Force point regeneration 1
Not usable by Wookiees

Stabilizer Mask

Type	Unique
Mask	–

Description

Immunity Mind-affecting, All saves +2
Not usable by Wookiees
Requires Armor Proficiency Medium

Interface Band

Type	Unique
Mask	–

Description

Resist 5 vs sonic, Computer use +2, Demolitions +2, Security +2
Not usable by Wookiees

Demolitions Sensor

Type	Unique
Mask	–

Description

Awareness +8; not usable by Wookiees

Combat Sensor

Type	Unique
Mask	–

Description

Dexterity +2, Weapon focus blaster pistol, Weapon focus blaster rifle
Not usable by Wookiees

Stealth Field Enhancer

Type	Unique
Mask	–

Description

Stealth +4; not usable by Wookiees
Requires Armor Proficiency Light

Stealth Field Reinforcement

Type	Unique
Mask	–

Description

Stealth +8; not usable by Wookiees
Requires Armor Proficiency Light

Interface Visor

Type	Unique
Mask	–

Description

Resist 5 vs sonic, Computer use +4, Demolitions +4, Security +4
Requires Armor Proficiency Light
Not usable by Wookiees

GenoHaradan Visor

Type	Unique
Mask	–

Description

Reflex +3, Awareness +4
Requires Armor Proficiency Light
Not usable by Wookiees

Tulak Hord's Mask

Type	Unique
Mask	–

Description

Stealth +2; not usable by Wookiees
Restricted to dark side characters

Circlet of Saresh

Type	Unique
Mask	–

Description

Wisdom +5; Restricted to light side
Not usable by Wookiees

Pistol Targeting Optics

Type	Unique
Mask	–

Description

Weapon specialization blaster pistol
Not usable by Wookiees

Heavy Targeting Optics

Type	Unique
Mask	–

Description

Weapon specialization blaster rifle
Weapon specialization heavy weapons
Not usable by Wookiees

Strength Gauntlets

Type	Unique
Gauntlets	–

Description

Gives a +1 bonus to strength score.

Eriadun Strength Amplifier

Type	Unique
Gauntlets	–

Description

Gives a +2 bonus to strength score.

Sith Power Gauntlets

Type	Unique
Gauntlets	–

Description

Gives a +3 bonus to strength score.

Stabilizer Gauntlets

Type	Unique
Gauntlets	–

Description

Gives a +2 bonus to Demolitions.

Bothan "Machinist" Gloves

Type	Unique
Gauntlets	–

Description

Gives a +4 bonus to Demolitions.

Verpine Bond Gauntlets

Type	Unique
Gauntlets	–

Description

Gives a +6 bonus to Demolitions.

Dominator Gauntlets

Type	Unique
Gauntlets	–

Description

Ability Bonus: Strength +5.

GenoHaradan Power Gloves

Type	Unique
Gauntlets	–

Description

Ability Bonus: Strength +4.

Karakan Gauntlets

Type	Unique
Gauntlets	–

Description

Ability Bonus: Dexterity +1, Improved Saving Throws: Specific: All 3.

Infiltrator Gloves

Type	Unique
Gauntlets	–

Description

Ability Bonus: Dexterity +1, Skill Bonus: Computer Use +4, Skill Bonus: Security +4.

Energy Shield

Type	Unique
Forearm bands	–

Description

Can be used once every hour (or recharged on the *Ebon Hawk*). Protects against energy weapons. Damage Resistance 5. Up to 50 damage.

Sith Energy Shield

Type	Unique
Forearm bands	–

Description

Energy, electrical, sonic 30

Arkanian Energy Shield

Type	Unique
Forearm bands	–

Description

Energy, sonic, cold, electrical 40

Brejik's Arm Band

Type	Unique
Forearm bands	–

Description

Resist 5 vs slashing

Echani Shield

Type	Unique
Forearm bands	–

Description

Energy, sonic, electrical 50

Energy Shield

Type	Unique
Forearm bands	–

Description

energy, electrical 20

Mandalorian Melee Shield

Type	Unique
Forearm bands	–

Description

Physical 20

Mandalorian Power Shield

Type	Unique
Forearm bands	–

Description

Energy, physical, electrical 30

Echani Dueling Shield

Type	Unique
Forearm bands	–

Description

energy, electrical 60

Yusanis' Modified Dueling Shield

Type	Unique
Forearm bands	–

Description

energy, electrical 100 –

Prototype Verpine Shield

Type	Unique
Forearm bands	–

Description

energy, sonic, cold, heat, electrical, 70

Cardiovascular Regulator

Type	Unique
Belt	–

Description

+2 bonus to FORTITUDE saves.

Verpine Cardio-Regulator

Type	Unique
Belt	–

Description

+3 bonus to FORTITUDE saves.

Adrenaline Amplifier

Type	Unique
Belt	–

Description

+2 bonus to REFLEX saves.

Advanced Adrenaline Amplifier

Type	Unique
Belt	–

Description

+3 bonus to REFLEX saves.

Nerve Amplifier Belt

Type	Unique
Belt	–

Description

Protects wearer from stun attacks.

Sound Dampener

Type	Unique
Belt	–

Description

Gives +2 bonus to move silent check (stealth).

Advanced Sound Dampener

Type	Unique
Belt	–

Description

Gives +4 bonus to move silent check (stealth).

Eriadun Prototype Stealth Module

Type	Unique
Belt	–

Description

Gives +6 bonus to move silent check (stealth).

Garduran Calrissian's Utility Belt

Type	Unique
Belt	–

Description

Gives +3 bonus to Computer Use, Demolitions, Repair and Security.

Adrenaline Stimulator

Type	Unique
Belt	–

Description

Ability Bonus: Dexterity +2, Improved Saving Throws: Specific: All 4.

GenoHaradan Stealth Unit

Type	Unique
Belt	–

Description

Skill Bonus: stealth +6.

CNS Strength Enhancer

Type	Unique
Belt	–

Description

Ability Bonus: Strength +2, Improved Saving Throws: Specific: All 2.

Electrical Capacitance Shield

Type	Unique
Belt	–

Description

Damage Immunity: Electrical 100%.

Thermal Shield Generator

Type	Unique
Belt	–

Description

Damage Immunity: Fire 100%.

Cardio Enhancement Package

Type	Unique
Implant Level 1	–

Description

Gives +1 bonus to constitution.

Response Improvement Package

Type	Unique
Implant Level 1	–

Description

Gives +1 bonus to dexterity.

Memory Enhancement Package

Type	Unique
Implant Level 1	–

Description

Gives +1 bonus to intelligence.

Bavakar Cardio Package

Type	Unique
Implant Level 3	–

Description

Gives +2 bonus to constitution.

Bavakar Reflex Enhancement

Type	Unique
Implant Level 3	–

Description

Gives +2 bonus to dexterity.

Bavakar Memory Chip

Type	Unique
Implant Level 3	–

Description

Gives +2 bonus to intelligence.

Biotech Package

Type	Unique
Implant Level 2	–

Description

Increases healing rate.

Retinal Combat Implant

Type	Unique
Implant Level 2	–

Description

Gives +1 bonus to hit. +1 to all Awareness checks.

Nerve Enhancement Package

Type	Unique
Implant Level 2	–

Description

Immune to stun.

Bio-Antidote Package

Type	Unique
Implant Level 3	–

Description

Immune to poison.

Cardio Power System

Type	Unique
Implant Level 3	–

Description

Ability Bonus: Constitution +4.

Gordulan Reaction System

Type	Unique
Implant Level 3	–

Description

Gives +4 bonus to Dexterity.

Navardan Regenerator

Type	Unique
Implant Level 3	–

Description

Regeneration 1.

Sith Regenerator

Type	Unique
Implant Level 3	–

Description

Regeneration 1.

Beemon Package

Type	Unique
Implant Level 3	–

Description

Ability Bonus: Constitution +3.

Cyber Reaction System

Type	Unique
Implant Level 3	–

Description

Ability Bonus: Dexterity +3.

Adrenal Strength

Type	Unique
Adrenaline Shots	–

Description

Gives a 4-point temporary boost to strength.

Adrenal Alacrity

Type	Unique
Adrenaline Shots	–

Description

Gives a 4-point temporary boost to dexterity.

Adrenal Stamina

Type	Unique
Adrenaline Shots	–

Description

Gives a 4-point temporary boost to constitution.

Hyper-Adrenal Strength

Type	Unique
Adrenaline Shots	–

Description

Gives a 6-point temporary boost to strength.

Hyper-Adrenal Alacrity

Type	Unique
Adrenaline Shots	–

Description

Gives a 6-point temporary boost to dexterity.

Hyper-Adrenal Stamina

Type	Unique
Adrenaline Shots	–

Description

Gives a 6-point temporary boost to constitution.

Battle Stimulant

Type	Unique
Combat Shots	–

Description

Gives the player 8 extra vitality points and a +1 bonus to hit and damage.

Hyper-Battle Stimulant

Type	Unique
Combat Shots	–

Description

Gives the player 15 extra vitality points and a +2 bonus to hit and damage.

Speed Stimulant

Type	Unique
Combat Shots	–

Description

Gives the player extra speed.

Medpac

Type	Unique
Medical Equipment	–

Description

Heals 5 vitality points, +1 for every rank in treat injury. Cannot be used on droids.

Advanced Medpac

Type	Unique
Medical Equipment	–

Description

Heals 15 vitality points, +1 for every rank in treat injury. Cannot be used on droids.

Life-Support Pack

Type	Unique
Medical Equipment	–

Description

Heals 30 vitality points, +1 for every rank in treat injury. Cannot be used on droids.

Recovery Stim

Type	Unique
Medical Equipment	–

Description

Heals 10 + treat injury skill and resurrects characters.

Antidote Kit

Type	Unique
Medical Equipment	–

Description

Heals any poison. Cannot be used on droids.

Repair Kit

Type	Unique	
Droid Repair Equipment	–	

Description

Heals 5 vitality points, +1 for every rank in treat injury. Cannot be used on living beings.

Advanced Repair Kit

Type	Unique	
Droid Repair Equipment	–	

Description

Heals 15 vitality points, +1 for every rank in treat injury. Cannot be used on living beings.

Construction Kit

Type	Unique	
Droid Repair Equipment	–	

Description

Heals 30 vitality points, +1 for every rank in treat injury. Cannot be used on living beings.

Minor Flash Mine

Type	Unique	
Trap Kit	–	

Description

stun for 9 seconds (DC 15)

Average Flash Mine

Type	Unique	
Trap Kit	–	

Description

stun for 9 seconds (DC 20)

Deadly Flash Mine

Type	Unique	
Trap Kit	–	

Description

stun for 9 seconds (DC 25)

Minor Fragmentation Mine

Type	Unique	
Trap Kit	–	

Description

physical 18 (DC 15)

Average Fragmentation Mine

Type	Unique	
Trap Kit	–	

Description

physical 30 (DC 20)

Deadly Fragmentation Mine

Type	Unique	
Trap Kit	–	

Description

physical 54 (DC 25)

Minor Plasma Mine

Type	Unique	
Trap Kit	–	

Description

fire 24 (DC 15)

Average Plasma Mine

Type	Unique	
Trap Kit	–	

Description

fire 42 (DC 20)

Deadly Plasma Mine

Type	Unique	
Trap Kit	–	

Description

fire 72 (DC 25)

Minor Gas Mine

Type	Unique	
Trap Kit	–	

Description

3 points poison per round for 10 rounds (DC 15)

Average Gas Mine

Type	Unique	
Trap Kit	–	

Description

4 points poison per round for 10 rounds (DC 20)

Deadly Gas Mine

Type	Unique	
Trap Kit	–	

Description

Poisons victims.

Security Spike Tunneler

Type	Unique	
Security Spikes	–	

Description

One use only. Gives +10 bonus to security skill.

Computer Spike

Type	Unique	
Programming Spikes	–	

Description

One use only. Gives +5 bonus to computer and repair skills.

Parts

Type	Unique	
Programming Spikes	–	

Description

One use only. Gives +10 bonus to computer and repair skills.

Droid Items

Droid Light Plating Type 1

Type	Unique
Light Plating	–

Description

Defense 3, Max Dex Bonus +6
Requires Droid Upgrade 1

Droid Light Plating Type 2

Type	Unique
Light Plating	–

Description

Defense 4, Max Dex Bonus +6
Requires Droid Upgrade 2

Droid Light Plating Type 3

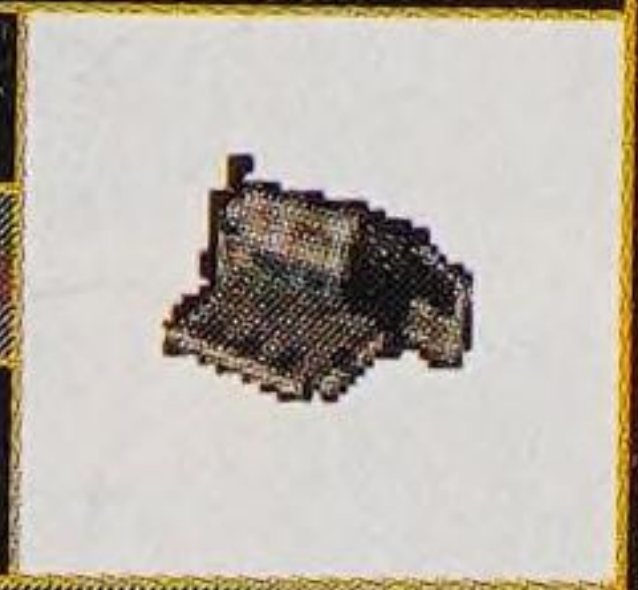
Type	Unique
Light Plating	–

Description

Defense 5, Max Dex Bonus +6
Requires Droid Upgrade 3

Droid Medium Plating Type 1

Type	Unique
Medium Plating	–



Description

Defense 4, Max Dex Bonus +3
Requires Droid Upgrade 1

Droid Medium Plating Type 2

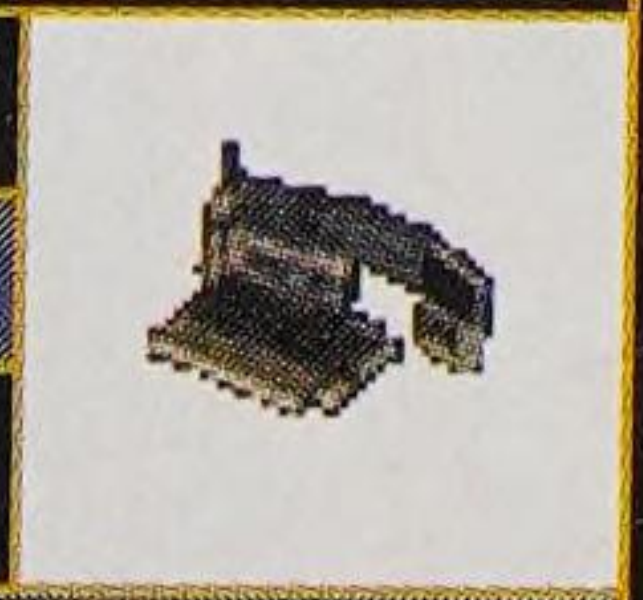
Type	Unique
Medium Plating	–

Description

Defense 5, Max Dex Bonus +3
Requires Droid Upgrade 2

Droid Medium Plating Type 3

Type	Unique
Medium Plating	–



Description

Defense 6, Max Dex Bonus +3
Requires Droid Upgrade 3

Droid Heavy Plating Type 1

Type	Unique
Heavy Plating	–

Description

Defense 9, Max Dex Bonus +1
Requires Droid Upgrade 1

Droid Heavy Plating Type 2

Type	Unique
Heavy Plating	–

Description

Defense 10, Max Dex Bonus +1
Requires Droid Upgrade 2

Droid Heavy Plating Type 3

Type	Unique
Heavy Plating	–

Description

Defense 11, Max Dex Bonus +1
Requires Droid Upgrade 3

Droid Motion Sensors Type 1

Type	Unique
Motion Sensors	–

Description

Awareness +2; Requires Droid Upgrade Class 1

Droid Motion Sensors Type 2

Type	Unique
Motion Sensors	–

Description

Awareness +4; Requires Droid Upgrade Class 2

Droid Motion Sensors Type 3

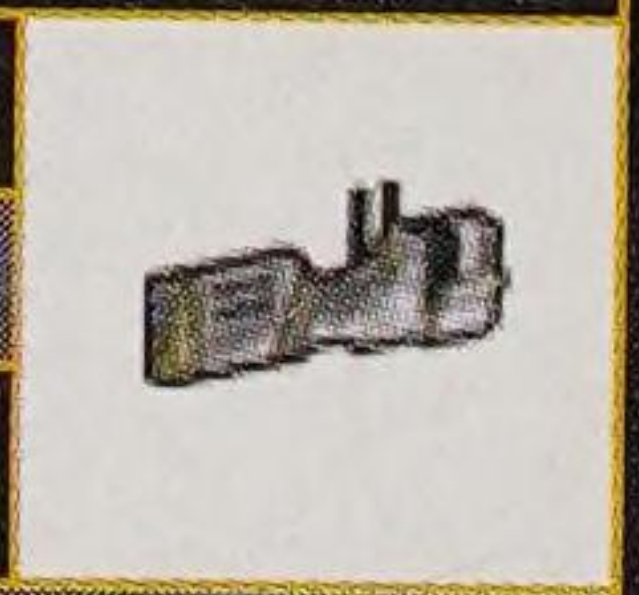
Type	Unique
Motion Sensors	–

Description

Awareness +6; Requires Droid Upgrade Class 3

Sensor Probe

Type	Unique
Demolitions Probe	–



Description

Demolitions +2
Requires Droid Upgrade Class 1

Verpine Demolitions Probe

Type	Unique
Demolitions Probe	–

Description

Demolitions +4
Requires Droid Upgrade Class 2

Bothan Demolitions Tool

Type	Unique
Demolitions Probe	–

Description

Demolitions +6
Requires Droid Upgrade Class 3

Computer Probe

Type	Unique
Comp. Spike Mount	–

Description

Computer Use +2
Requires Droid Upgrade Class 1

Advanced Computer Tool

Type	Unique
Comp. Spike Mount	–

Description

Computer Use +4
Requires Droid Upgrade Class 2

Universal Computer Interface

Type	Unique
Comp. Spike Mount	–

Description

Computer Use +6
Requires Droid Upgrade Class 3

Security Interface Tool

Type	Unique
Sec. Spike Mount	–

Description

Security +2; Requires Droid Upgrade Class 1

Security Decryption Interface

Type	Unique
Sec. Spike Mount	–

Description

Security +4; Requires Droid Upgrade Class 2

Security Domination Interface

Type	Unique
Sec. Spike Mount	–

Description

Security +6; Requires Droid Upgrade Class 3

Energy Shield Level 1

Type	Unique
Shield	–

Description

Energy 20; Requires Droid Upgrade Class 1

Energy Shield Level 2

Type	Unique
Shield	–

Description

Energy 30; Requires Droid Upgrade Class 2

Energy Shield Level 3

Type	Unique
Shield	–

Description

Energy 50; Requires Droid Upgrade Class 3

Environment Shield Level 1

Type	Unique
Shield	–

Description

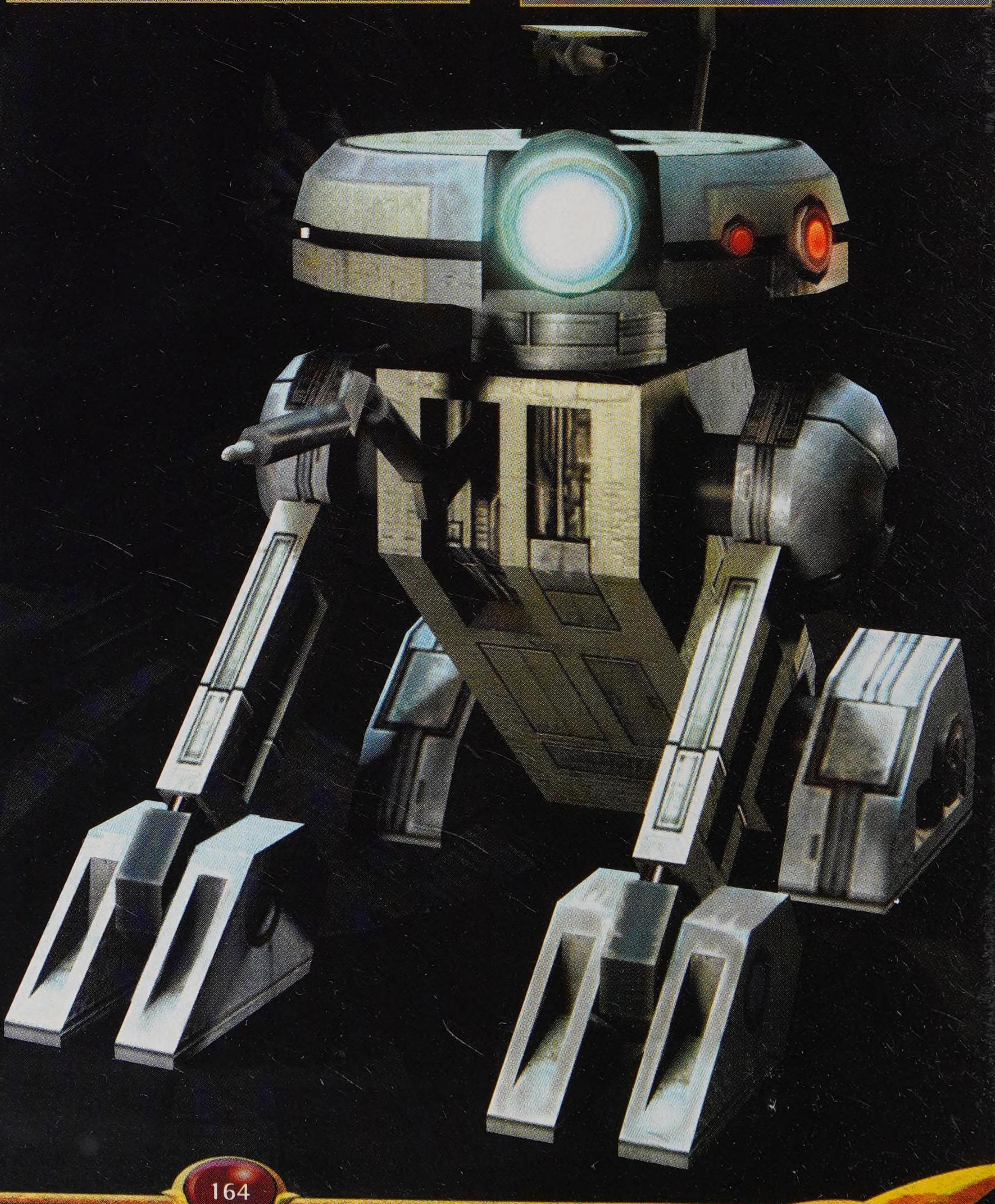
Energy, sonic, cold, heat 20
Requires Droid Upgrade Class 1

Environment Shield Level 2

Type	Unique
Shield	–

Description

Energy, sonic, cold, heat 30
Requires Droid Upgrade Class 2



Environment Shield Level 3

Type	Unique
Shield	–

Description

Energy, sonic, cold, heat 50
Requires Droid Upgrade Class 3

Stun Ray

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, stun for 9 seconds (DC 15)
Requires Droid Upgrade 1

Advanced Stun Ray

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, stun for 9 seconds (DC 20)
Requires Droid Upgrade 2

Shield Disruptor

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, ion 20 Requires Droid Upgrade 1

Advanced Shield Disruptor

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, ion 40 Requires Droid Upgrade 2

Oil Slick

Type	Unique
Utility Slot (belt slot)	–

Description

Creates a grease-like effect in the area. Creatures have their movement slowed while in the area.

Flamethrower

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, fire 30, horror for 3 seconds (doesn't affect targets 7th level or higher) (DC 15)
Requires Droid Upgrade 2

Advanced Flamethrower

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, fire 60, horror for 3 seconds (doesn't affect targets 7th level or higher) (DC 20)
Requires Droid Upgrade 3

Carbonite Projector

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, cold 20, paralyze for 9 seconds (DC 15) Requires Droid Upgrade 2

Carbonite Projector Mark II

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, cold 40, paralyze for 15 seconds (DC 20) Requires Droid Upgrade 3

Gravity Generator

Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, slowed for 9 seconds (DC 15)
Requires Droid Upgrade 2

Advanced Gravity Generator

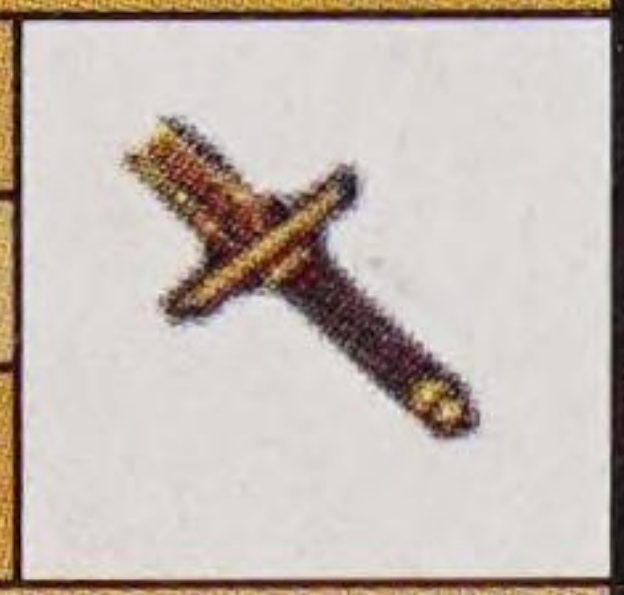
Type	Unique
Utility Slot (belt slot)	–

Description

10 charges, slowed for 9 seconds (DC 20)
Requires Droid Upgrade 3

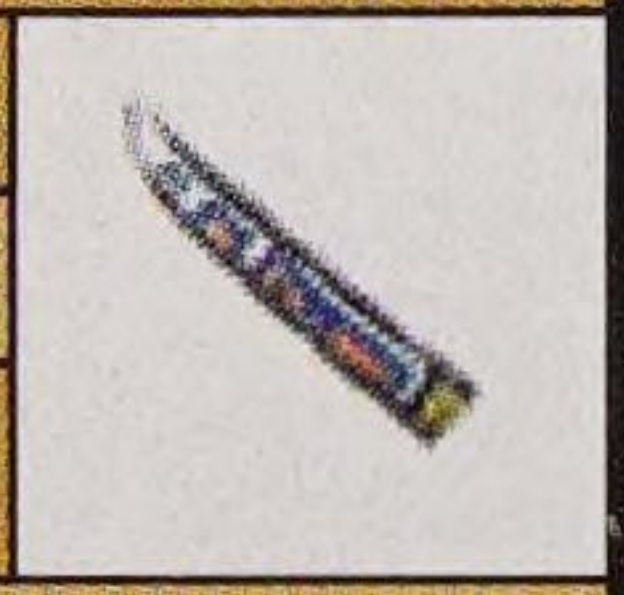
Area-Specific Items

Sword of Bacca Hilt



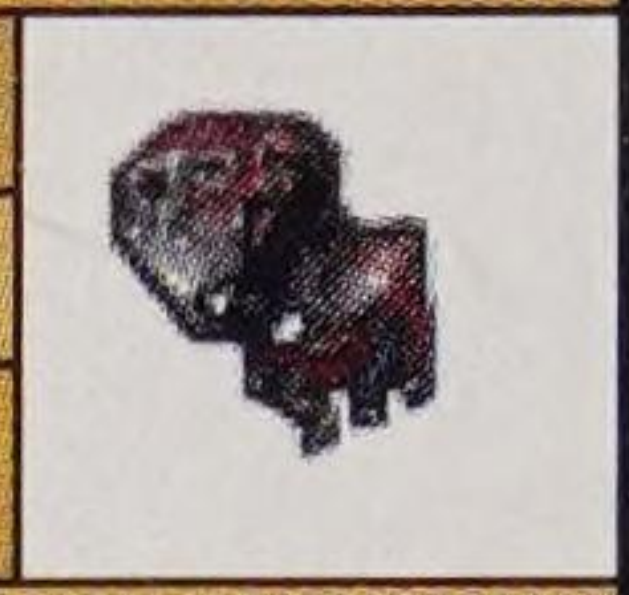
Item Type
Area-Specific
Received Where?
Chuundar, in Rwookrrorro
Description
Hilt and grip of an ancient ceremonial vibroblade of Wookiee design. The sword will later be assembled and given to the player as a useable weapon. Examine the art for the actual weapon so it is similar. The grip should have leatherlike properties. The Wookiees are big on nature.

Sword of Bacca Blade



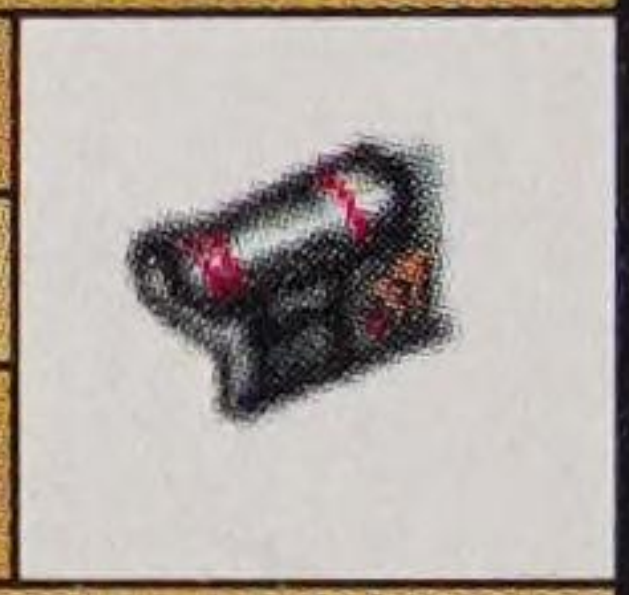
Item Type
Area-Specific
Received Where?
A tree in Shadowlands, Level 2
Description
Blade and tang of an ancient ceremonial vibroblade of Wookiee design. The sword will later be assembled and given to the player as a useable weapon. Examine the art for the actual weapon so it is similar. The blade has runic forms etched along it.

Malfunctioning Droid Head



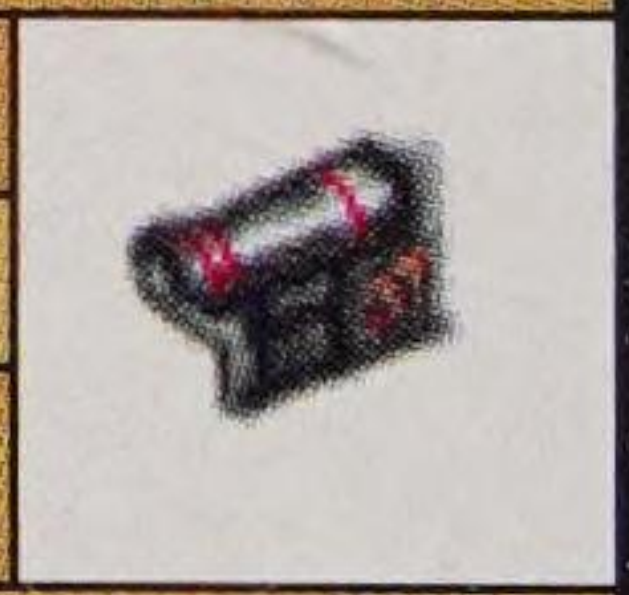
Item Type
Area-Specific
Received Where?
A malfunctioning droid in Shadowlands
Description
The head of an assassin droid that has been damaged. Not repairable, but not completely destroyed. Wires and such hanging out.

Bowcaster Bolt Sheath



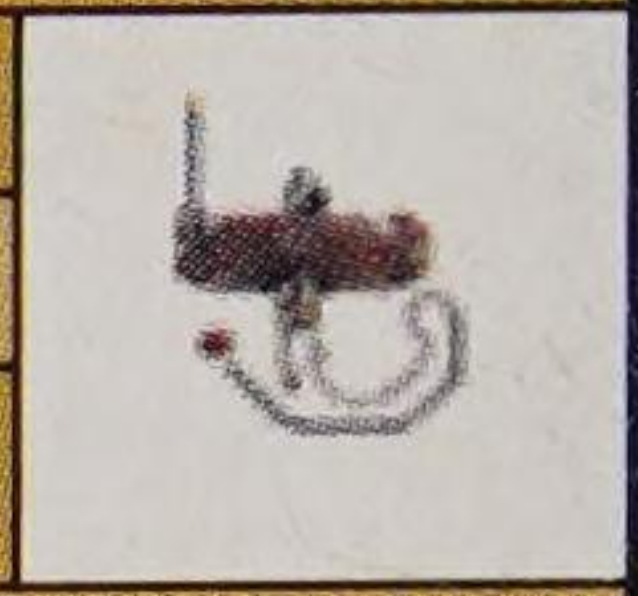
Item Type
Area-Specific
Received Where?
A corpse in Shadowlands
Description
An etched casing that held bowcaster bolts, designed to be plugged into a bowcaster like a clip. This one is empty and has been left as garbage. It should have Wookiee symbols on it as though it was prized at one time.

Sith Base Pass Card



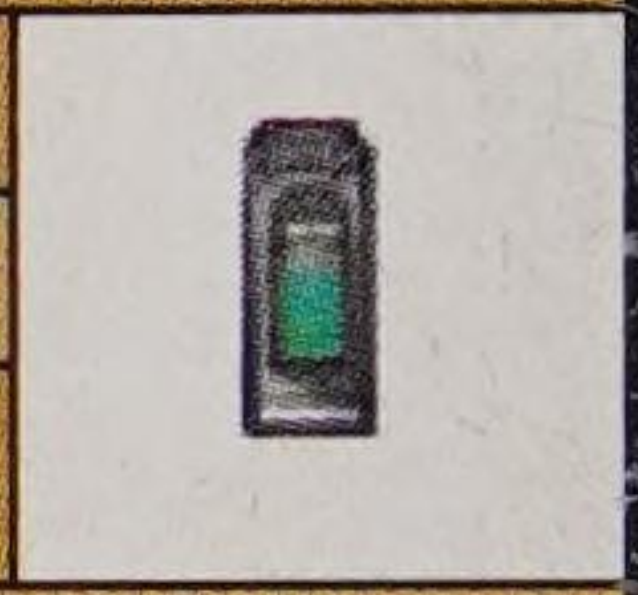
Item Type
Area-Specific
Received Where?
–
Description
A standard ID card for Sith troopers.

Permacrete Detonator



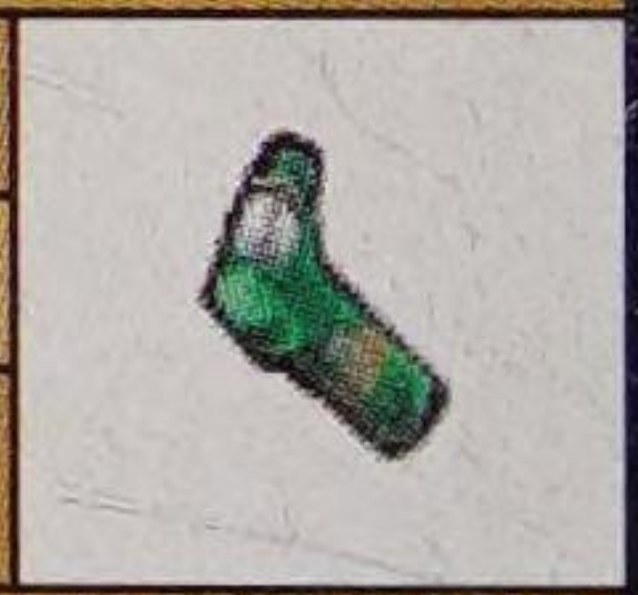
Item Type
Area-Specific
Received Where?
Purchase at Upper City store
Description
A small explosive device with wires, detonator, etc. (like the kind used to demolish buildings).

Rakghoul Serum



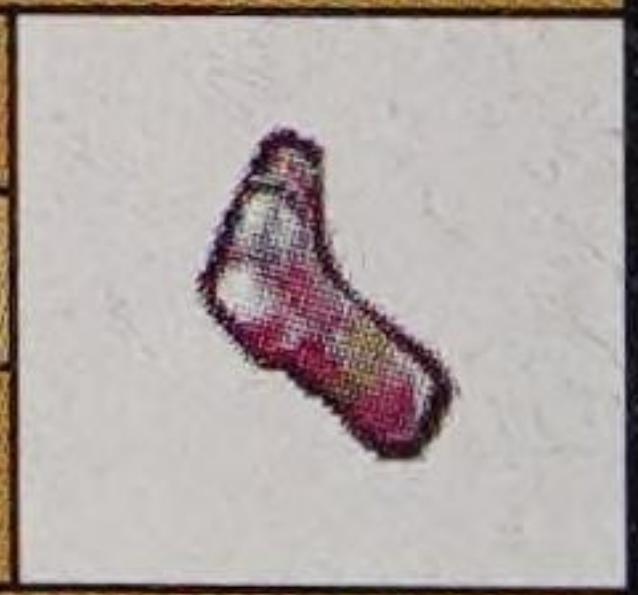
Item Type
Area-Specific
Received Where?
Locker in Sith military base
Description
A vial of greenish, bubbling liquid.

Security Pass Card



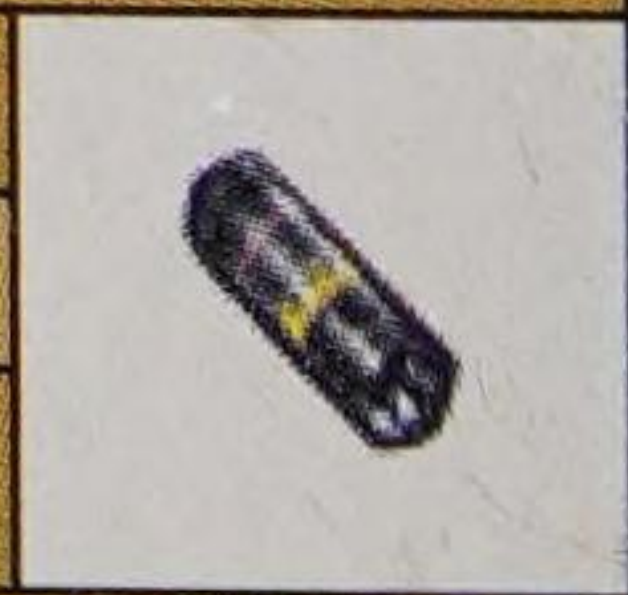
Item Type
Key
Received Where?
Locker in Sith military base
Description
Keycard

Mechanic ID



Item Type
Key
Received Where?
Locker in Vulkar base or from mechanic in game room
Description
ID card

Magnetic Power Cell



Item Type
Area-Specific
Received Where?
Guarded control room in Vulkar base
Description
A large battery-type device.

Prototype Accelerator

Item Type

Area-Specific

Received Where?

Garage in Black Vulkar base

Description

Small mechanical attachment for a swoop bike engine to boost performance.

Elevator Card

Item Type

Key

Received Where?

Vulkar guards

Description

Keycard

Garage Head Key

Item Type

Key

Received Where?

Garage head in Vulkar base

Description

Keycard

Elevator Card

Item Type

Key

Received Where?

Kandon Ark (if you agree to terminate Gadon)

Description

Keycard

Sith Passcard

Item Type

Key

Received Where?

From Uthar in the academy

Description

Small plastic keycard, black.

Sith Medallion

Item Type

Area-Specific

Received Where?

On the body of two Sith students

Description

A small medallion with Sith writings on it; proves that the student is a member of the Sith Academy.

Passcard to Uthar Wynn's Room

Item Type

Specific-Use Item

Received Where?

–

Description

A keycard to a room.

Sith Datapad

Item Type

Datapad

Received Where?

Given by Uthar Wynn to give to Adrenas

Description

A datapad in a Sith style.

Sith Device

Item Type

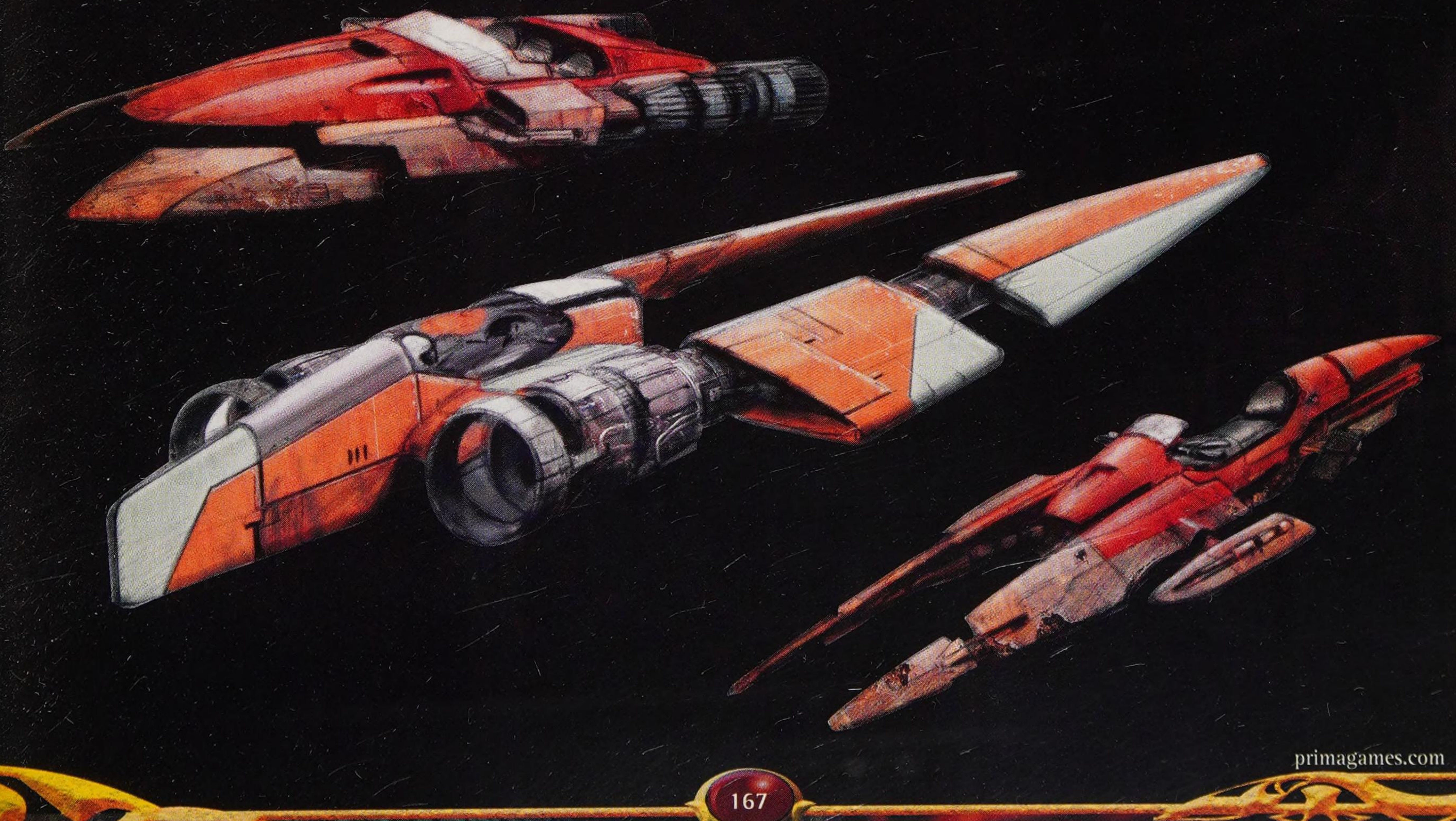
Area-Specific

Received Where?

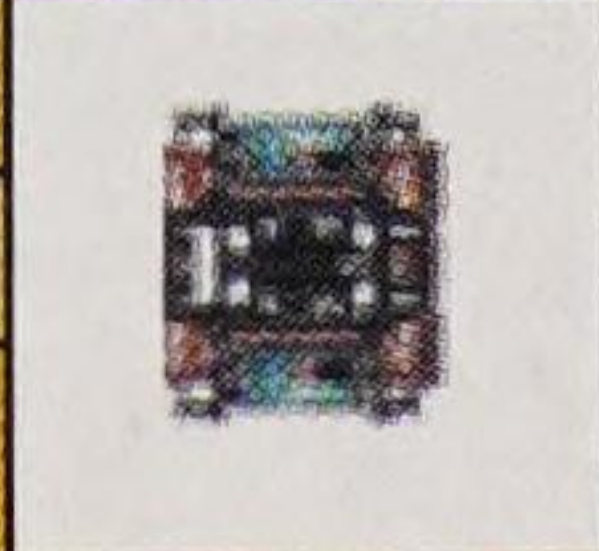
Given by Yuthura Ban to put under Uthar Wynn's bed, to poison him

Description

A small electronic device.



Holocron



Item Type
Datapad
Received Where?
Found on the body of a Tuk'ata
Description
An ancient Sith recording device that can store large amounts of information.

Notched Steel Sword

Item Type
Weapon
Received Where?
Found in the Tomb of Ajunta Pall
Description
The blade of this sword is ebony black and notched along its length to give it a cruel and jagged appearance. There is a strange visual effect upon the sword that makes it seem as if shadows pulse and ebb along its surface. It is very cool to the touch, and upon close inspection, a small insignia of a dark circle can be spotted on its hilt.

Silver Lined Sword

Item Type
Weapon
Received Where?
Found in the Tomb of Ajunta Pall
Description
This blade is long and straight and sparkles with a silver glow that becomes brighter as the hilt is touched. It is quite warm, and it almost appears that the blade becomes white-hot once it is equipped. Such a fiery weapon would be devastating against an unarmored opponent. A small insignia of a flame is impressed upon the hilt.

Sith Vibrosword

Item Type
Weapon
Received Where?
Found in the Tomb of Ajunta Pall
Description
Like most vibroblades, this weapon lets off a dim humming sound once activated. Its length shimmers with a deep blue-colored force field, and its hilt is the black of charcoal. A single insignia upon the hilt shows that of a red, baleful eye.

Data Recorder

Item Type
Datapad
Received Where?
Found in the tomb of Marko Ragnos on the body of a dead Sith
Description
A Sith data recorder.

Tablet of Jorak Uln

Item Type
Specific-Use Item
Received Where?
–
Description
A tablet with writings on it.

Sith Lightsaber

Item Type
Lightsaber
Received Where?
A lightsaber found in the tomb of Naga Sadow
Description
This lightsaber is quite intricate in its design, the hilt covered in delicate runes and inlaid with black markings. No doubt the purpose of the weapon is primarily ceremonial, though it certainly seems to perform as a lightsaber should. A red lightsaber should be used.

Special Fire Grenade

Item Type
Weapon
Received Where?
Found on a pillar in the tomb
Description
A large, spherical grenade that is dark red and lethal looking.

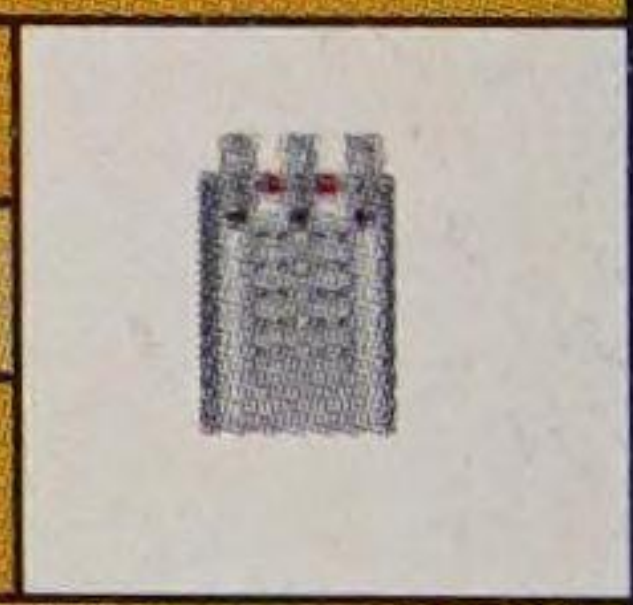
Special Cold Grenade

Item Type
Weapon
Received Where?
Found on a pillar in the tomb
Description
A large, spherical grenade that is ice blue and lethal looking.

Diary of Casus Sandral

Item Type
Area-Specific
Received Where?
On the corpse of Casus Sandral
Description
A small, leatherbound book of handwritten notes.

Sandral Estate Key



Item Type
Area-Specific
Received Where?
From Rahasia Sandral, or off a destroyed patrol droid
Description
A small silver keycard.

Republic Access Card

Item Type

Key

Received Where?

From Roland Wann

Description

A data card that gives access to the Republic base.

Sith Access Card

Item Type

Key

Received Where?

From an off-duty Sith soldier and by decrypting the password

Description

A data card that gives access to the Sith base.

Security Recording

Item Type

Datapad

Received Where?

In the Republic base

Description

A recording of the murder of Elassa by Sunry.

Sith Datapad (Murder)

Item Type

Specific-Use Item

Received Where?

–

Description

A datapad detailing the murder of the Sith spy Elassa and the attempts to implicate Sunry.

Sith Datapad (Selkath)

Item Type

Datapad

Received Where?

In the Sith base

Description

A datapad detailing the Sith plan to corrupt young Selkath in order to eventually take control of Manaan.

Token

Item Type

Area-Specific

Received Where?

In the Sith base

Description

A small token of a young Selkath tortured to death by the Sith.

Sonic Emitters

Item Type

Area-Specific

Received Where?

In the Hrakert Rift station

Description

Powerful sonic emitters that can be attached to an environment suit. Used by divers for communication and echo-location.

Environment Suit

Item Type

Area-Specific

Received Where?

In the Hrakert Rift station

Description

A sturdy, all-purpose suit for use in hostile environments.

Tach Adrenal Gland

Item Type

Area-Specific

Received Where?

Taken from dead tach and sold to poachers in the Shadowlands

Description

A meaty bulb, freshly cut from the body of a tach, the small monkey things.

Wraid Plate

Item Type

Area-Specific

Received Where?

Looted when you defeat desert wraids

Description

None

Moisture Vaporator

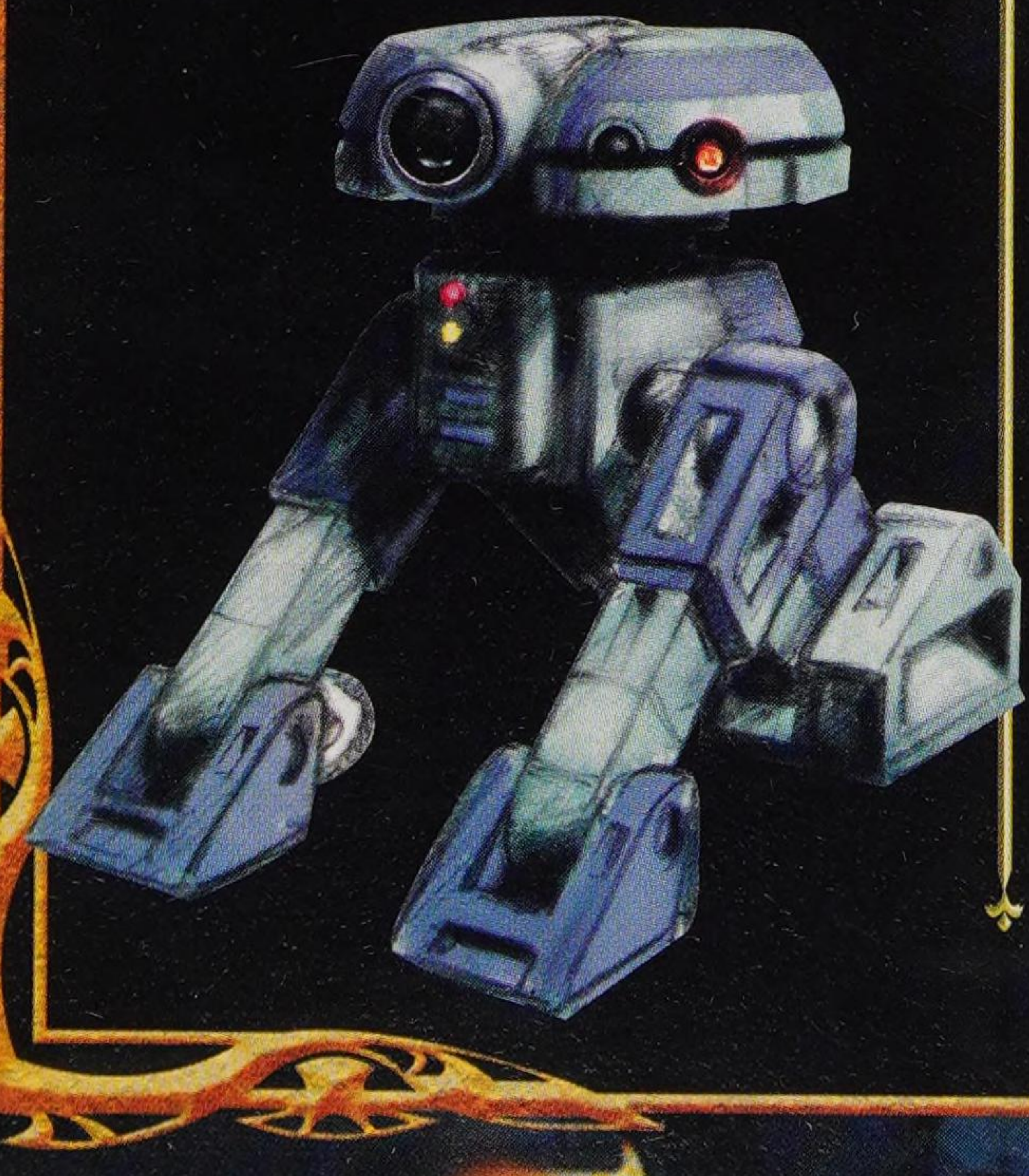
Item Type
Area-Specific
Received Where?
You purchase them from Greeta Holda in the Czerka building in Anchorhead
Description
None

Sith Armor

Item Type
Area-Specific
Received Where?
Obtained from either Sarna or Yun's apartment after getting invited to a party. Also obtained from the Sith commander interrogating the alien in this area
Description
Standard issue uniform for Sith troopers.

Dragon Pearl

Item Type
Area-Specific
Received Where?
Looted when you defeat the krayt dragon
Description
A highly polished stone from the gullet of the krayt dragon. Extremely valuable.



Mandalorian Helmet

Item Type
Area-Specific
Received Where?
Looted when you defeat the Mandalorian leader
Description
The helmet from the leader of a Mandalorian hunting group.

Scope

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for blasters.

Improved Energy Cell

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for blasters.

Beam Splitter

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for blasters.

Hair Trigger

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for blasters.

Armor Reinforcement

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for armor.

Mesh Underlay

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for armor.

Vibration Cell

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for melee weapons.

Dursteel Bonding Alloy

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for melee weapons.

Energy Projector

Item Type
Specific-Use Item
Received Where?
–
Description
Upgrade for melee weapons.

Kinrath Body

Item Type
Area-Specific
Received Where?
Looted when you defeat certain Kinrath
Description
The corpse of a freshly killed Kinrath.

Mandalorian Datapad

Item Type
Datapad
Received Where?
Looted when you defeat Mandalorians
Description
A datapad in a Mandalorian style.

Czerka Resource ID: A

Item Type
Area-Specific
Received Where?
Looted when you defeat Czerka guards
Description
None

Passcard

Item Type
Key
Received Where?
Given by Yuthura Ban to open Uthar's room
Description
A keycard for a room in the Sith Academy.

Tulak Hord's Mask

Item Type
Mask
Received Where?
A mask found in the tomb of Tulak Hord.
Description
This ancient mask, blackened with age, has an eerie glow and seems uncomfortably claustrophobic.

Data Recording

Item Type
Area-Specific
Received Where?
From the body of a disabled droid
Description
An encrypted data module.

Submersible Bay Access Card

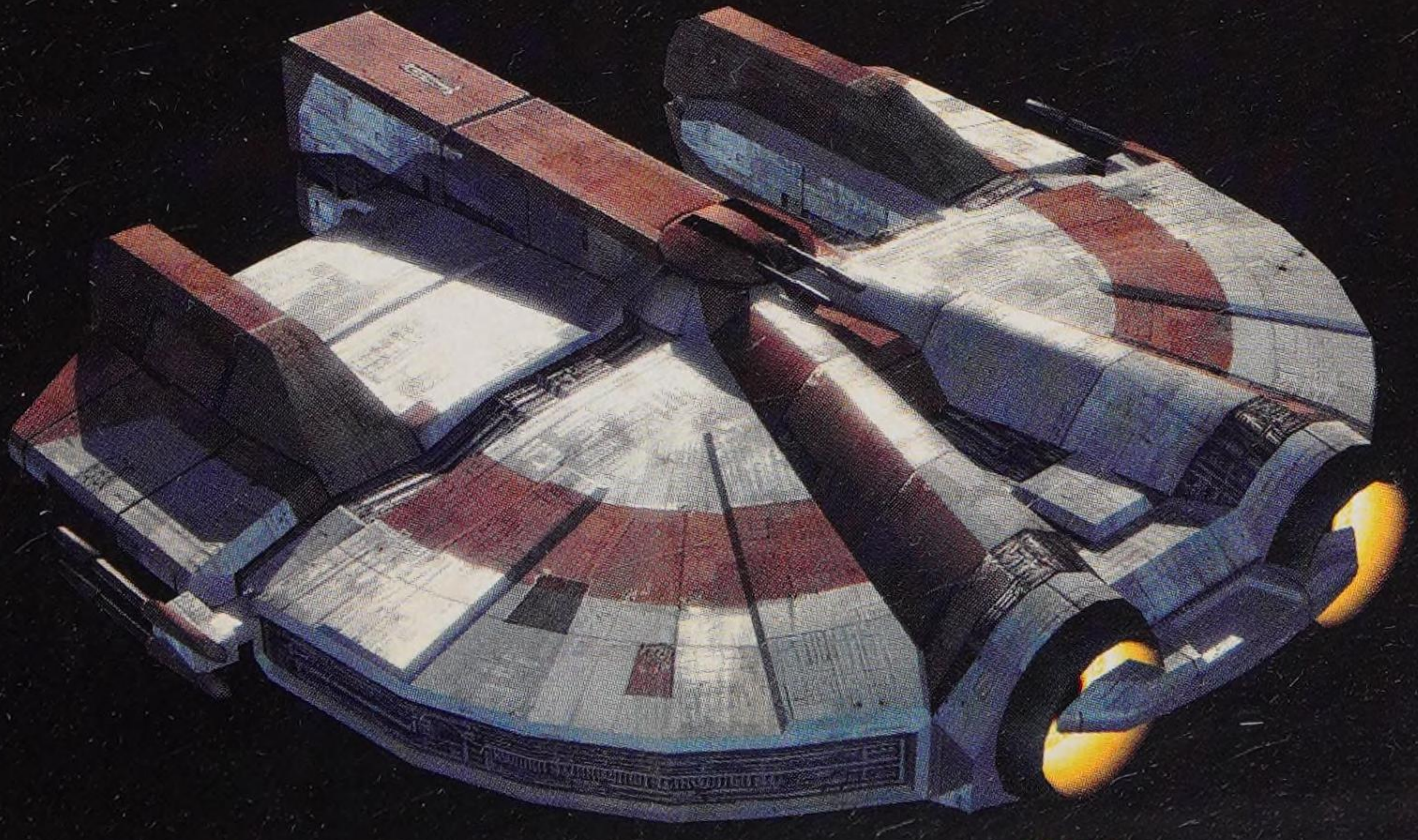
Item Type
Key
Received Where?
From Roland Wann
Description
A data card that gives access to the Submersible Bay in the Republic base.

Apprentice's Journal

Item Type
Datapad
Received Where?
Looted from a corpse in the Undercity
Description
Datapad

Promised Land Journal 1

Item Type
Datapad
Received Where?
Corpses in the sewers
Description
Datapad



Promised Land Journal 2

Item Type
Datapad
Received Where?
Corpses in the sewers
Description
Datapad

Sand Person Outfit

Item Type
Area-Specific
Received Where?
Looted when you defeat a Sand Person
Description
The clothes of a Sand People warrior that the player can wear as a disguise.

Racing Bonds from Motta

Item Type
Area-Specific
Received Where?
Given to you for winning races
Description
These bonds are a substitute for credits given by a Hutt so that stores know the people selling them are his friends. Alien symbols in a Hutt theme.

Hunting License

Item Type
Area-Specific
Received Where?
Given to you so you have permission to enter desert
Description
None

Map of the Eastern Dune Sea

Item Type
Area-Specific
Received Where?
Given to you so you know how to access eastern Dune Sea from outside Anchorhead
Description
None

Datapad

Item Type
Datapad
Received Where?
Found in Uthar's rooms.
Description
This datapad has proof for Dustil that he has been betrayed by the Sith.

Datapad

Item Type
Datapad
Received Where?
Found on a body.
Description
This datapad has information about the bridge puzzle.

Datapad

Item Type
Datapad
Received Where?
Found on a hand.
Description
This datapad has information about the obelisk puzzle.

Marko Ragnos' Gauntlets

Item Type
Gauntlets
Received Where?
Found in the tomb of Marko Ragnos
Description
Ancient but still intact, these gloves appear to be made of black scales; they pulse with a dark power.

Datapad

Item Type
Datapad
Received Where?
Found on a body in the tomb
Description
A datapad with information about the tomb's puzzles

Spice

Item Type
Area-Specific
Received Where?
Hidden on the *Ebon Hawk* in the cargo bay
Description
None

Synthesized Odor

Item Type
Area-Specific
Received Where?
–
Description
A small vial containing the distilled essence of the Rancor's favorite prey.

Sith Papers

Item Type
Area-Specific
Received Where?
–
Description
A small set of official-looking documents signed by a Sith Commander.

Bantha Fodder

Item Type
Area-Specific
Received Where?
–
Description
A sack of grains used to feed Banthas.

Sith Hangar Key

Item Type
Area-Specific
Received Where?
Given to the player by Roland Wann in his conversation file
Description
A key card to the Sith Reserved Hangar in Ahto City.

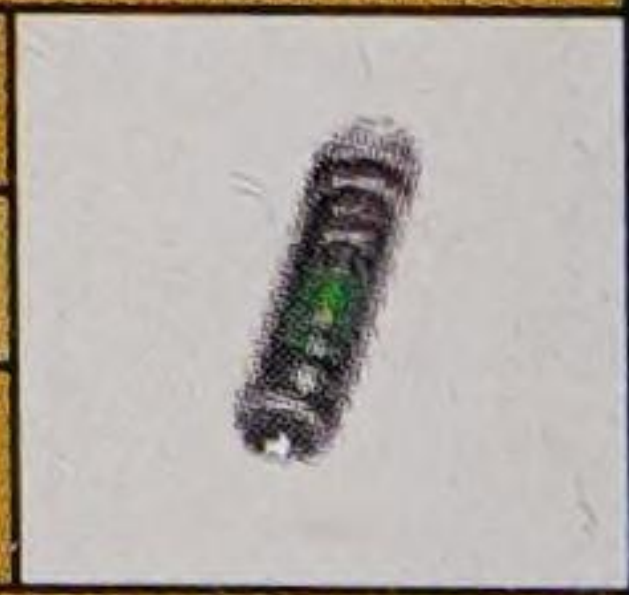
Water Pump Analysis

Item Type
Datapad
Received Where?
Found on the body of the Sith captain in the large central room
Description
A datapad explaining the water pump puzzle.

Scientists Memo

Item Type
Datapad
Received Where?
Found in several places across the level (treasure)
Description
A datapad explaining the use of the sonic emitter.

Chemical Canister



Item Type
Area-Specific
Received Where?
Given to the player by Kono Nolan in his conversation
Description
A canister containing a chemical toxic to firaxa sharks.

Recovery Items

Medpac

Type

Recovery Items

Description

10 VP + Wis modifier + Treat Injury skill
Restricted to organics

Life-Support Pack

Type

Recovery Items

Description

30 VP + Wis modifier + (3x Treat Injury)
Restricted to organics

Advanced Medpac

Type

Recovery Items

Description

20 VP + Wis modifier + (2x Treat Injury)
Restricted to organics

Antidote Kit

Type

Recovery Items

Description

Cures poison
Restricted to organics

Repair Kit

Type

Recovery Items

Description

15 VP + Int modifier + Repair
Restricted to droids

Advanced Repair Kit

Type

Recovery Items

Description

25 VP + Int modifier + (2x Repair)
Restricted to droids

Construction Kit

Type

Recovery Items

Description

35 VP + Int modifier + (3x Repair)
Restricted to droids

Enhancement Items

Adrenal Alacrity

Type

Enhancement Items

Description

Dex +4, Movement speed +20%
Dur 120 seconds
Restricted to organics

Hyper Adrenal Alacrity

Type

Enhancement Items

Description

Dex +6, Movement speed +30%
Dur 120 seconds
Restricted to organics

Adrenal Strength

Type

Enhancement Items

Description

Str +4, Dur 120 seconds
Restricted to organics

Hyper Adrenal Strength

Type

Enhancement Items

Description

Str +6, Dur 120 seconds
Restricted to organics

Adrenal Stamina

Type

Enhancement Items

Description

Con + 4, Dur 120 seconds
Restricted to organics

Hyper Adrenal Stamina

Type

Enhancement Items

Description

Con + 6, Dur 120 seconds
Restricted to organics

Battle Stimulant

Type

Enhancement Items

Description

VP max +8, Attack +1, Damage +1
Dur 120 seconds
Restricted to organics

Hyper Battle Stimulant

Type

Enhancement Items

Description

VP max +16, Attack +2, Damage +2
Dur 120 seconds
Restricted to organics

Echani Battle Stimulant

Type

Enhancement Items

Description

VP max +25, Attack +3, Damage +3
Dur 120 seconds
Restricted to organics

Utility Items

Parts

Type

Utility Items

Description

Used to repair damaged droids
Cost: 1 per 4 points in repair skill

Computer Spike

Type

Utility Items

Description

Used to slice computers
Cost: 1 per 4 points in computer use skill

Security Spike

Type

Utility Items

Description

Increases security score when used on door or container (stats unavailable!)

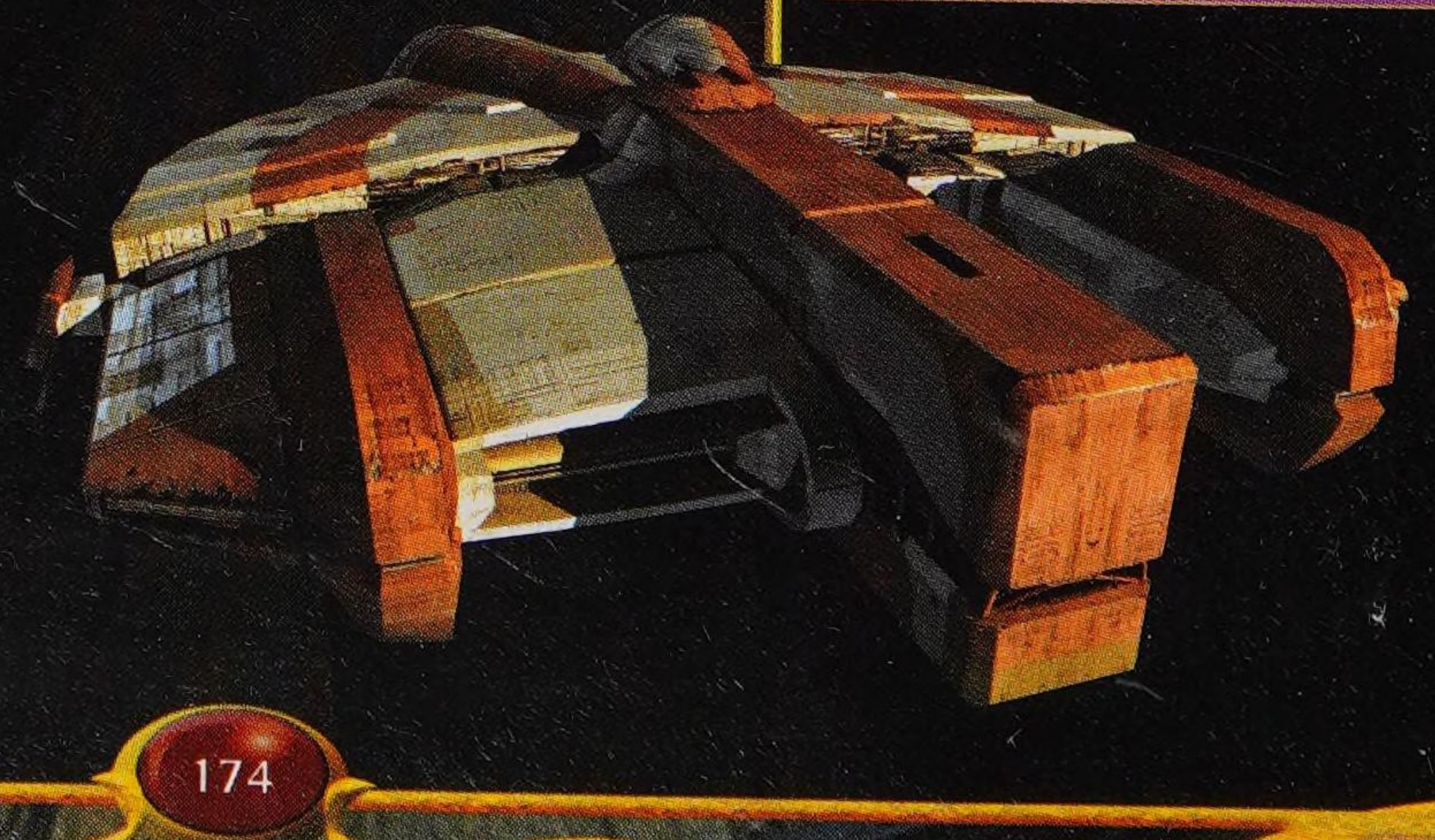
Security Spike Tunneler

Type

Utility Items

Description

Increases security score when used on door or container (stats unavailable!)



Appendix: Treasure Placement

The following table enables you to locate any item in the game and look for a specific planet where this item appears; thus allowing you to check where the easiest area is to locate a specific item you need. The table starts off by showing you the item genre, then lists any combat bonuses the item grants you. Next is the name (and description) of the item in question. Following this is a listing for every zone in the game. Each zone has a box. If the box is ticked, then the item is available in that zone. Finally, the credit worth of the item is revealed.

Note the different colors on this chart. If an item box is ticked green, then it means you'll find the item after looting a body or canister. If the tick is orange, this means it is special or offered as a reward (refer to the walkthrough for details on obtaining it). Finally, if the item is area-specific, you must follow a quest to find it (again, see the walkthrough for details).

Item Genre	Combat Bonus	Item	ENDAR SPIRE (E.S.)	TARIS (TAR)	DANTOOINE (DAN)	TATOOINE (TAT)	KASHYYYK (KAS)	MANAAN (MAN)	KORRIBAN (KOR)	LEVIATHAN (LEV)	UNKNOWN WORLD (U.W.)	STAR FORGE (S.F.)	Item Price
Gun Upgrade Items		GN Scope		X	X	X	X	X	X	X	X	X	200
		GN Improved Energy Cell				X	X	X	X	X	X	X	250
		GN Beam Splitter								X	X	X	180
		GN Hair Trigger				X	X	X	X	X	X	X	150
Armor Upgrade Item		AR Armor Reinforcement				X	X	X	X	X	X	X	350
		AR Mesh Underlay				X	X	X	X	X	X	X	300
Melee Upgrade Item		Ml Vibration Cell		X	X	X	X	X	X	X	X	X	150
		Ml Dursteel Bonding Alloy				X	X	X	X	X	X	X	100
		Ml Energy Projector				X	X	X	X	X	X	X	150
Lightsaber Crystals	+1	Rubat Crystal			X			X	X				1000
	+2	Damind Crystal				X	X		X				2000
	+3	Eralam Crystal					X		X	X	X		3000
	+4	Sapith Crystal								X	X		4000
	Keen	Nextor Crystal					X		X				4000
	Criticals	Opila Crystal				X			X				3000
	Deflect	Jenruax Crystal					X	X					1000
	1d6 Droid	Phond Crystal			X		X		X				1500
	+3 Droid	Luxum Crystal			X			X	X	X			1500
	+4 Droid	Firkrann Crystal							X	X			2500
	Stun	Bondar Crystal					X		X				1000
	Dam1d6	Sigil Crystal								X	X		3000
	+5	Upari Crystal									X		5000
	Area-Specific +5	Solari Crystal									X		5000
Lightsaber Color Crystals		Red Crystal			X	X	X	X	X	X			250
		Blue Crystal			X	X	X	X	X	X			250
		Green Crystal			X	X	X	X	X	X			250

Item Genre	Combat Bonus	Item	(E.S.)	(TAR)	(DAN)	(TAT)	(KAS)	(MAN)	(KOR)	(LEV)	(U.W.)	(S.F.)	Item Price
		Yellow Crystal			X	X	X	X	X	X			250
		Purple Crystal			X	X	X	X	X	X			500
Melee Weapons		Quarter Staff		X	X	X	X	X	X				10
	+3	Massassi Battle Staff			X	X			X				50
	+5	Raito's Gadafi Stick				X							1000
		Stun Baton		X	X	X	X	X	X				50
	+1	Bothan Stun Stick					X	X					250
	+2	Bothan Chuka				X			X				500
	Area-Specific	Rakatan Battle Wand											1500
		Long Sword		X	X	X	X	X	X				25
	+1	Krath War Blade				X	X	X	X				150
	+3	Naga Sadow's Poison Blade							X				1500
		Vibrosword		X	X	X	X	X	X	X			100
	+1	Krath Dire Sword				X	X	X					250
	+2	Sith Tremor Sword						X	X	X			1000
	+3	Echani Foil						X					1750
	Area-Specific	Bacca's Ceremonial Blade											Can't sell
	Area-Specific +3	GenoHaradan Poison Blade											1750
		Short Sword		X	X	X	X	X	X				20
	+1	Massassi Brand			X			X	X				75
	+3	Teta's Knives				X							1250
		Vibroblade		X	X	X	X	X	X				100
	+1	Krath Blood Knife			X	X		X					250
	+2	Echani Vibro Dagger					X		X				1000
	Area-Specific	Sanasiki's Knife											7000
	Area-Specific	Prototype Vibroblade											80
		Double Bladed Sword		X	X	X	X	X	X				100
	+1	Echani Ritual Brand					X	X	X				300
	+2	Krath Double Sword				X	X						1000
	+3	Ajunta Pall's Blade							X				2500
		Vibro Double Blade			X	X	X	X	X	X			200
	+1	Sith War Sword				X	X						500
	+2	Echani Double Brand						X	X	X			1500
	Area-Specific	Yusanis' Brand											8000
		Lightsaber			X	X	X	X	X	X	X	X	500
		Short Saber			X	X	X	X	X	X	X	X	500
		Double Bladed Lightsaber			X	X	X	X	X	X	X	X	1000
Pistols		Blaster Pistol	X	X	X	X	X	X	X	X	X	X	100
	+1	Mandalorian Blaster				X	X	X					750
	+2	Arkanian Pistol					X	X		X			1000
	+3	Iridorian Blaster Pistol							X				1500
	Area-Specific	Bendak Starkiller's Modified Blaster		X									2000
	Area-Specific +5	GenoHaradan Blaster											2000
		Heavy Blaster		X	X	X	X	X	X	X	X	X	200

Item Genre	Combat Bonus	Item	(E.S.)	(TAR)	(DAN)	(TAT)	(KAS)	(MAN)	(KOR)	(LEV)	(U.W.)	(S.F.)	Item Price
	+1	Arkanian Heavy Pistol						x	x	x			1000
	+2	Iridorian Heavy Blaster					x	x		x			1500
	+3	Mandalorian Heavy Pistol				x	x					x	2000
	Area-Specific	Cassus Fett's Heavy Pistol											10000
		Hold Out Blaster				x	x	x	x	x	x	x	100
	+1	Bothan Quick Draw				x	x	x					1000
	+2	Sith Assassin's Pistol							x	x		x	1705
	+2	Bothan Needler				x		x		x			1750
		Ion Blaster	x	x	x	x	x	x	x	x	x	x	200
	+2	Verpine Prototype Ion Gun						x					1500
		Disrupter Pistol			x	x	x	x	x	x	x	x	200
	+2	Mandalorian Ripper				x	x			x			1500
		Sonic Pistol				x	x	x	x	x	x	x	200
	+1	Bothan Shrieker				x	x	x	x	x	x	x	1250
	Area-Specific +5/+1 Dam	GenoHaradan Blaster											
Rifles		Blaster Rifle	x	x	x	x	x	x	x	x	x	x	300
	+1	Sith Sniper Rifle						x	x				1500
	+2	Mandalorian Assault Rifle				x	x						2500
	+3	Iridorian Battle Cannon						x					4000
	Area-Specific	Jurgan Kalta's Assault Rifle											8000
		Ion Rifle	x	x	x	x	x	x	x	x	x	x	400
	+1	Bothan Droid Stunner				x	x	x	x				750
	+2	Verpine Droid Disruptor						x	x	x			1750
		Bowcaster				x	x	x	x	x	x	x	400
	+2	Chuundar's Bowcaster					x						1500
		Blaster Carbine		x	x	x	x	x	x	x	x	x	500
	+1	Sith Assault Gun						x	x	x	x	x	1750
	+2	Cinnagaran Combine				x			x				2750
	+3	Jurgan Kalta's Combine				x							4500
	Area-Specific	Jamoh Hogra's Carbine											9000
		Disrupter Rifle		x	x	x	x	x	x	x	x	x	400
	+2	Iridorian Disrupter Cannon				x	x	x	x	x	x	x	
		Sonic Rifle			x	x	x	x	x	x	x	x	400
	+1	Bothan Discord Gun				x	x	x	x	x	x	x	1000
	+2	Arkanian Sonic Rifle								x		x	2000
Heavy Weapons		Light Repeating Blaster				x	x	x	x	x	x	x	500
	+1	Medium Repeating Blaster						x	x				1500
	+2	Blaster Cannon								x			600
	Att+1	Heavy Repeating Blaster						x	x	x			800
	Att+1	Mandalorian Heavy Repeating Blaster				x	x						2500
Grenades		Fragmentation Grenade		x	x	x	x	x	x	x	x	x	100
		Stun Grenade		x	x	x	x	x	x	x	x	x	100
		Thermal Detonator				x	x	x	x	x	x	x	500
		Poison Grenade				x	x	x	x	x	x	x	150
		Sonic Grenade		x	x	x	x	x	x	x	x	x	150
		Adhesive Grenade				x	x	x	x	x	x	x	150
		Cryoban Grenade				x	x	x	x	x	x	x	150
		Fire Grenade				x	x	x	x	x	x	x	150

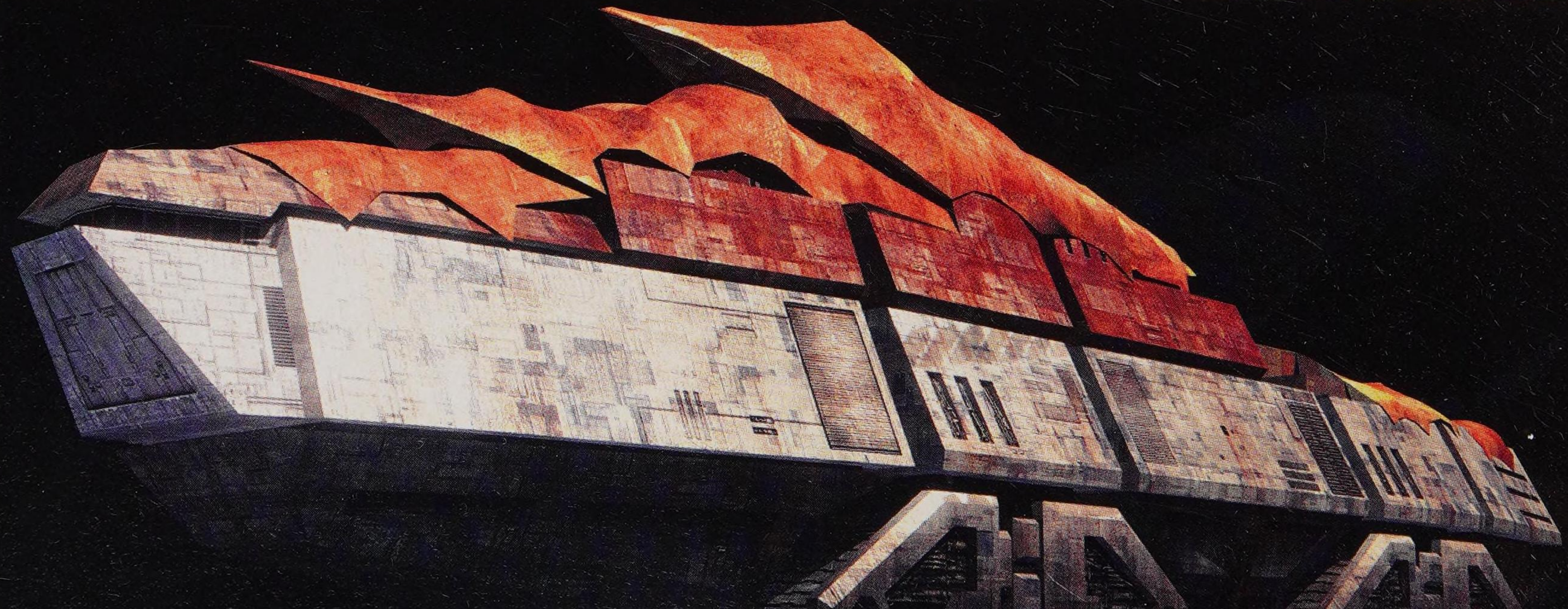
Item Genre	Combat Bonus	Item	(E.S.)	(TAR)	(DAN)	(TAT)	(KAS)	(MAN)	(KOR)	(LEV)	(U.W.)	(S.F.)	Item Price
		Ion Grenade		X	X	X	X	X	X	X	X	X	150
Jedi Robes	AC 1	Jedi Robe			X	X	X	X	X	X	X	X	100 (can't purchase)
	AC 2	Jedi Knight Robe				X	X	X	X	X	X	X	150
	AC 3	Jedi Master Robe								X	X	X	200
	AC 1	Dark Jedi Robe			X	X	X	X	X	X	X	X	100
	AC 2	Dark Jedi Knight Robe				X	X	X	X	X	X	X	150
	AC 3	Dark Jedi Master Robe								X	X	X	200
	Area-Specific AC 5	Qel-Droma Robes											2000
	Area-Specific AC 5	Darth Revan's Robes											2000
	Area-Specific AC 5	Star Forge Robes											2000
Combat Vests	AC4	Combat Vest	X	X	X	X	X	X	X	X	X	X	50
	AC4+1	Iridorian Battle Armor		X	X	X	X	X	X	X	X	X	750
	AC4+1	Echani Light Armor		X	X	X	X	X	X	X	X	X	1000
	AC4+2	Cinnagar Weave Armor						X		X	X	X	2000
	AC4+2	Massassi Ceremonial Armor							X	X	X	X	3000
	Area-Specific	Darth Bandon's Fiber Armor											5000
	Area-Specific AC4+5	Echani Fiber Armor											900
	Area-Specific AC4+3	GenoHaradan Mesh Armor											5000
Heavy Combat Vests	AC5	Heavy Combat Vest		X	X	X	X	X	X	X	X	X	100
	AC5+1	Bonadon Alloy Heavy Combat Vest		X	X	X	X	X	X	X	X	X	1250
	AC5+1	Iridorian Combat Vest		X	X	X	X	X	X	X	X	X	2000
	AC5+2	Zabrak Battle Armor				X	X	X	X	X	X	X	3250
	AC5+2	Reinforced Fiber Armor				X	X	X	X	X	X	X	3500
	AC5+3	Ulic Qel-Droma's Mesh Suit				X							5000
	Area-Specific	Eriadun Prototype Armor											6000
	AC5+5	Republic Mod Armor											1000
Military Vest	AC6	Military Vest		X	X	X	X	X	X	X	X	X	150
	AC6+1	Echani Battle Armor		X	X	X	X	X	X	X	X	X	1750
	AC6+1	Cinnagar War Suit		X	X	X	X	X	X	X	X	X	3000
	AC6+2	Verpine Fiber Mesh				X	X	X	X	X	X	X	4250
	AC6+2	Arkanian Bond Armor				X	X	X	X	X	X	X	4500
	AC6+3	Exar Kun's Light Battle Suit					X						6000
	Area-Specific	Davik's War Suit		X									3500
Light Battle Armor	AC7	Light Battle Armor		X	X	X	X	X	X	X	X	X	250
	AC7+1	Bronzium Cast Light Battle Armor				X	X	X	X	X	X	X	1500
	AC7+1	Powered Light Battle Armor				X	X			X	X	X	3000
	AC7+2	Krath Heavy Armor						X	X	X	X	X	5000
	AC7+2	Krath Holy Battle Suit				X	X	X	X	X	X	X	6000
	AC7+3	Jamoh Hogra's Battle Armor									X		8000
	AC8	Battle Armor			X	X	X	X	X	X	X	X	400
	AC8+1	Powered Battle Armor				X	X	X	X	X	X	X	2000

Item Genre	Combat Bonus	Item	(E.S.)	(TAR)	(DAN)	(TAT)	(KAS)	(MAN)	(KOR)	(LEV)	(U.W.)	(S.F.)	Item Price
	AC8+2	Cinnagar Plate Armor				x	x	x	x	x	x	x	4000
	AC8+3	Mandalorian Battle Armor				x	x						9000
	Area-Specific	Calo Nord's Battle Armor											10000
	AC8+4	Verpine Zal Alloy Mesh								x	x	x	12000
	AC9	Heavy Battle Armor			x	x	x	x	x	x	x	x	1000
	AC9+1	Durasteel Cast Heavy Battle Armor				x	x	x	x	x	x	x	2500
	AC9+2	Mandalorian Heavy Battle Armor				x	x	x	x	x	x	x	4000
	AC9+3	Mandalorian Assault Armor				x	x			x		x	8000
	Area-Specific AC9+2	Jurgan Kalta's Power Suit							x				10000
	AC9+5	Cassus Fett's Battle Armor								x			15000
Awareness Bonus	1	Aural Amplifier		x	x								50
	2	Infrared Goggles			x	x	x	x	x				75
	3	Motion-Detection Goggles				x	x	x	x				100
	4	Bothan Sensory Visor				x	x	x	x				150
	6	Telti Advanced Aural Amplifier				x	x	x	x	x			400
	8	Verpine Ocular Enhancer							x	x			750
	10	Bothan Perception Visor								x	x	x	1000
Stealth Bonus	2	Sound Dampener				x	x	x	x	x			200
	4	Advanced Sound Dampener					x		x				500
	6	Eriadun Prototype Stealth Module						x		x		x	1250
	Area-Specific 6	GenoHaradan Stealth Unit											1250
Demolitions	2	Stabilizer Gauntlets				x	x	x	x	x			300
	4	Bothan "Machinist" Gloves						x		x			600
	6	Verpine Bond Gauntlets					x		x			x	1500
Security Skill Bonus	10	Security Spike Tunneler				x	x	x	x	x	x	x	200
Computer Skill Bonus	5	Programming Spike Spear	x	x	x	x	x	x	x	x	x	x	100
Misc		Ear and Eye Protective Wear				x	x	x	x	x	x	x	100
		Breath Mask	x	x	x	x	x	x	x	x	x	x	100
	True seeing	Teta's Royal Band											3000
		Cloaking Device					x		x	x	x	x	3000
		Nerve Amplifier Belt		x	x	x	x	x	x	x	x	x	1000
	Area-Specific Various	Garduran Calrissian's Utility Belt											3000
		Biotech Package								x	x	x	1000
		Retinal Combat Implant			x	x	x	x	x	x	x	x	750
		Datapad (Books)	x	x	x	x	x	x	x	x	x	x	1250
		Torch	x	x	x	x	x	x	x	x	x	x	0
	Area-Specific Various	Sith Mask											1000
	Area-Specific Various	Stabilizer Mask											5500
	Area-Specific Various	Interface Band											1000
	Area-Specific Various	Demolitions Sensor											800
	Area-Specific Various	Combat Sensor											6000
	Area-Specific Various	Stealth Field Enhancer											400
	Area-Specific Various	Stealth Field Reinforcement											2400
	Area-Specific Various	Interface Visor											1500
	Area-Specific Various	Infiltrator Gloves											7000

Item Genre	Combat Bonus	Item	(E.S.)	(TAR)	(DAN)	(TAT)	(KAS)	(MAN)	(KOR)	(LEV)	(U.W.)	(S.F.)	Item Price
	Area-Specific Various	Karakan Gauntlets											7500
	Area-Specific Regene 1	Navardan Regenerator											7500
	Area-Specific Regene 1	Sith Regenerator											6000
	Area-Specific Various	GenoHaradan Visor											1500
	Area-Specific Wisdom +5	Circlet of Saresh											9000
	Area-Specific Damage Immunity	Electrical Capacitance Shield											8500
	Area-Specific Damage Immunity	Thermal Shield Generator											8000
	Area-Specific Bonus Feats	Pistol Targeting Optics											8000
	Area-Specific Bonus Feats	Heavy Targeting Optics											9000
Will Save Bonus	2	Neural Band				X	X	X	X	X	X	X	100
	3	Verpine Head Band				X	X	X	X	X	X	X	200
Fortitude Save Bonus	2	Cardiovascular Regulator				X	X	X	X	X	X	X	100
	3	Verpine Cardiovascular Regulator				X	X	X	X	X	X	X	200
Reflex Save Bonus	2	Adrenaline Amplifier				X	X	X	X	X	X	X	100
	3	Advanced Adrenaline Amplifier				X	X	X	X	X	X	X	200
Strength Bonus	1	Strength Gauntlets				X	X	X	X	X	X	X	1000
	2	Eriadun Strength Amplifier				X	X	X	X	X	X	X	2000
	Area-Specific 2	CNS Strength Enhancer											8500
	3	Sith Power Gauntlets								X	X	X	3000
	Area-Specific 5	Dominator Gauntlets											9000
	Area-Specific 4	GenoHaradan Power Gloves											7000
Constitution Bonus	1	Cardio Enhancement Package				X	X	X	X	X	X	X	1000
	2	Bavakar Cardio Enhancement Package				X	X	X	X	X	X	X	2000
	Area-Specific 3	Beemon Package											7500
	Area-Specific 4	Cardio Power System											7000
Dexterity Bonus	1	Response Improvement Package				X	X	X	X	X	X	X	1000
	2	Bavakar Reflex Enhancement				X	X	X	X	X	X	X	2000
	Area-Specific 3	Cyber Reaction System											7500
	Area-Specific 4	Gordulan Reaction System											7000
Intelligence Bonus	1	Memory Enhancement Package				X	X	X	X	X	X	X	1000
	2	Bavakar Memory Chip				X	X	X	X	X	X	X	2000
Energy Shields	5/50	Energy Shield		X	X	X	X	X	X	X	X	X	140
	5/50	Sith Energy Shield			X	X	X	X	X	X	X	X	350
	5/50	Arkanian Energy Shield			X	X	X	X	X	X	X	X	700
	10/50	Echani Shield				X	X	X	X	X	X	X	980
	5/50	Mandalorian Melee Shield				X	X					X	1120
	10/50	Mandalorian Power Shield				X	X					X	1400
	10/100	Echani Dueling Shield						X	X			X	1680
	15/100	Yusanis' Modified Dueling Shield						X	X			X	1960
	10/100	Proto-type Verpine Energy Shield								X		X	2240

Item Genre	Combat Bonus	Item	(E.S.)	(TAR)	(DAN)	(TAT)	(KAS)	(MAN)	(KOR)	(LEV)	(U.W.)	(S.F.)	Item Price
Immunities	Stun	Nerve Enhancement Package		x	x	x	x	x	x	x	x	x	500
	Poison	Bio-Antidote Package		x	x	x	x	x	x	x	x	x	500
	Choke	Vacuum Mask		x	x	x	x	x	x	x	x	x	500
Strength Stimulants	4	Adrenal Strength		x	x	x	x	x	x	x	x	x	50
	6	Hyper-Adrenal Strength				x	x	x	x	x	x	x	100
Dexterity Stimulants	4	Adrenal Alacrity		x	x	x	x	x	x	x	x	x	50
	6	Hyper-Adrenal Alacrity				x	x	x	x	x	x	x	100
Constitution Stimulants	4	Adrenal Stamina		x	x	x	x	x	x	x	x	x	50
	6	Hyper-Adrenal Stamina				x	x	x	x	x	x	x	100
Combat Stimulant	8/+1	Battle Stimulant		x	x	x	x	x	x	x	x	x	100
	15/+2	Hyper-Battle Stimulant				x	x	x	x	x	x	x	200
Speed Boost Stimulant		Speed Stimulant				x	x	x	x	x	x	x	200
Medical Packs	5	Medpac	x	x	x	x	x	x	x	x	x	x	40
	15	Advanced Medpac		x	x	x	x	x	x	x	x	x	80
	30	Life-Support Pack				x	x	x	x	x	x	x	150
		Recovery Stim				x	x	x	x	x	x	x	500
		Antidote Kit	x	x	x	x	x	x	x	x	x	x	50
	5	Repair Kit	x	x	x	x	x	x	x	x	x	x	25
	15	Advanced Repair Kit		x	x	x	x	x	x	x	x	x	50
	30	Construction Kit				x	x	x	x	x	x	x	100
Mines		Minor Flash Mine		x	x	x	x	x	x				100
		Average Flash Mine			x	x	x	x	x	x	x	x	250
		Deadly Flash Mine								x	x	x	400
		Minor Frag Mine		x	x	x	x	x	x				100
		Average Frag Mine		x	x	x	x	x	x	x	x	x	250
		Deadly Frag Mine								x	x	x	400
		Minor Laser Mine		x	x	x	x	x	x				100
		Average Laser Mine		x	x	x	x	x	x	x	x	x	250
		Deadly Laser Mine								x	x	x	400
		Minor Gas Mine		x	x	x	x	x	x				100
		Average Gas Mine		x	x	x	x	x	x	x	x	x	250
		Deadly Gas Mine								x	x	x	400
Droid Items	AC1	Light Plating (T1)		x	x	x	x	x	x	x	x	x	75
	AC2	Light Plating (T2)		x	x	x	x	x	x	x	x	x	150
	AC3	Light Plating (T3)		x	x	x	x	x	x	x	x	x	250
	AC4	Medium Plating (T1)			x	x	x	x	x	x	x	x	500
	AC5	Medium Plating (T2)				x	x	x	x	x	x	x	750
	AC6	Medium Plating (T3)				x	x	x	x	x	x	x	1000
	AC7	Heavy Plating (T1)				x	x	x	x	x	x	x	1250
	AC8	Heavy Plating (T2)				x	x	x	x	x	x	x	1500
	AC9	Heavy Plating (T3)					x	x	x	x	x	x	2000
	+2	Motion Sensors (T1)				x	x	x	x	x			50
	+4	Motion Sensors (T2)					x		x	x		x	100
	+6	Motion Sensors (T3)						x	x	x	x	x	200
	+1	Basic Targeting Computer (T1)		x	x	x	x	x	x				500

Item Genre	Combat Bonus	Item	(E.S.)	(TAR)	(DAN)	(TAT)	(KAS)	(MAN)	(KOR)	(LEV)	(U.W.)	(S.F.)	Item Price
	+2	Superior Targeting Computer (T2)				X	X	X	X	X	X	X	1000
	+3	Advanced Targeting Computer (T3)				X	X	X	X	X	X	X	1500
	+2	Sensor Probe (T1)		X	X	X	X	X	X	X			500
	+4	Verpine Demolitions Probe (T2)				X	X	X	X	X		X	1000
	+6	Bothian Demolitions Tool (T3)				X	X	X	X	X		X	1500
	+2	Computer Probe (T1)		X	X	X	X	X	X	X			500
	+4	Computer Tool (T2)				X	X	X	X	X		X	1000
	+6	Universal Computer Interface (T3)				X	X	X	X	X		X	1500
	+2	Security Interface Tool (T1)		X	X	X	X	X	X	X		X	500
	+4	Security Decryption Interface (T2)				X	X	X	X	X		X	1000
	+6	Security Domination Interface (T3)				X	X	X	X	X		X	1500
	5/50	Energy Shield Level 1 (T1)		X	X	X	X	X	X	X	X	X	1400
	10/50	Energy Shield Level 2 (T2)				X	X	X	X	X	X	X	2800
	10/100	Energy Shield Level 3 (T3)				X	X	X	X	X	X	X	4200
	5/50	Environment Shield Level 1 (T1)		X	X	X	X	X	X	X	X	X	2800
	10/50	Environment Shield Level 2 (T2)				X	X	X	X	X	X	X	4900
	10/100	Environment Shield Level 3 (T3)				X	X	X	X	X	X	X	7000
		Stun Ray (T1)		X	X	X	X	X	X	X	X	X	700
		Advanced Stun Ray (T2)				X	X	X	X	X	X	X	1400
		Shield Disruptor (T1)		X	X	X	X	X	X	X	X	X	700
		Advanced Shield Disruptor (T2)				X	X	X	X	X	X	X	1400
		Flamethrower (T2)				X	X	X	X	X	X	X	700
		Advanced Flamethrower (T3)				X	X	X	X	X	X	X	1400
		Cold Projector (T2)				X	X	X	X	X	X	X	700
		Advanced Cold Projector (T3)				X	X	X	X	X	X	X	1400
		Gravity Generator (T2)				X	X	X	X	X	X	X	1400
		Advanced Gravity Generator (T3)				X	X	X	X	X	X	X	2800



Treasure Hotspots

Although there aren't enough pages in this tome to accurately locate every single item in the game, the following gigantic table does inform you of the general locations of every single piece of booty to be found. The initial part of the chart shows the zone (or planet), the second is the area. The third is a description of where in the Area to look, and next is what the location contains. Finally, the number of items, and their sale value are shown. Look down this chart after completing each area to ensure you aren't missing anything!

#1 ENDAR SPIRE

Location	Treasure (Items)	# of Items	Value
Endar Spire			
Player's first footlocker	Clothing	1	1
	Blaster	1	100
	Vibroblade	1	100
	Stealth Camo Unit	1	200
Dead Jedi	Fragmentation Grenade	1	100
	Med Kit	1	25
	Cryoban Grenade	1	150
Room with computer	Computer Spikes	4	25
	Repair Units	4	25
Lockers in computer room			
Sith commander in final room			
	Prototype Vibroblade		

#2 TARIS

Location	Treasure (Items)	# of Items	Value
Upper Taris			
Sith commander	Blaster Rifle	1	300
Sith trooper	Blaster Rifle	1	300
	Poison Grenade	1	130
	Stun Grenade	1	80
	Adrenal Strength	1	49
	Adrenal Alacrity	1	49
	Sonic Grenade	1	130
Largo	Energy Projector	1	150
First aid container	Medpac	1	24
Locker container	Medpac	3	24
	Computer Spike	2	25
Lower Taris			
Twi'lek corpse	Medpac	2	24
Vulkar leader in gang cutscene	Vulkar Shock Stick	1	30
Vulkar member in gang cutscene			
Supplies container	Medpac	1	24

#2 TARIS (CONTINUED)

Location	Treasure (Items)	# of Items	Value
	Armor Reinforcement	1	350
Vulkar Gang boss	Combat Suit	1	50
	Energy Shield	1	100
	Vulkar Shock Stick	1	30
Selven	Neural Band	1	100
	Adrenaline Amplifier	1	100
	Scope	1	200
Sealed strongbox	Republic Mod Armor	1	1000
	Blaster Pistol	1	100
Supplies container	Medpac	2	24
Security crate	Enchani Fiber Armor	1	900
Matrik	Mesh Underlay	1	300
Vulkar Gang boss	Energy Shield	1	100
	Heavy Blaster	1	200
	Vulkar Shock Stick	1	30
Brejik	Brejik's Gloves	1	0
	Brejik's Armband	1	0
	Brejik's Belt	1	0
	Bastila's Lightsaber	1	980
Undercity			
Sith corpse near eastern sewer entrance	Blaster Rifle	1	300
	Heavy Combat Suit	1	100
	Medpac	2	24
	Beam Splitter	1	180
Sewers			
Outcast corpse	Medpac	1	24
	Medpac	1	24
Weapons locker	Fragmentation Grenade	2	80
	Sonic Grenade	2	130
	Stun Grenade	2	80
	Medpac	1	24
	Scope	1	200
	Zaalbar's Bowcaster	1	400
Gamorrean Chief	Cardio-Regulator	1	100
Vulkar Guard	Energy Shield	1	100
	Energy Shield	1	100
Sith corpse	Medpac	2	24

#2 TARIS (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Davik's Estate			
Bounty hunter patrolling corridor	Energy Shield	1	100
Strong box	Advanced Medpac	1	49
	Heavy Blaster	1	200
	Armor Reinforcement	1	350
Supplies container	Medpac	1	24
	Computer Spike	3	25
	Parts	1	9
	Repair Kit	1	25
Davik	Davik's Visor	1	0
	Davik's War Suit	1	3500
	Arkanian Energy Shield	1	500
	Heavy Blaster	1	200
Sith Military Base			
Medical droid	Droid Light Plating Type 1	1	75
	Energy Shield Level 2	1	2000
	Computer Probe	1	500
Supplies container	Repair Kit	1	25
Footlocker in barracks	Improved Energy Cell	1	250
Weapons locker	Ion Rifle	3	400
	Beam Splitter	1	180
	Disruptor Rifle	3	400
	Energy Projector	1	150
	Stun Grenade	3	80
	Fragmentation Grenade	3	80
	Sonic Grenade	3	130
	Shield Disruptor	1	500
	Flamethrower	1	500
Sith governor	Neural Band	1	100
	Strength Gauntlets	1	999
	Energy Shield	1	100
	Adrenaline Amplifier	1	100
Strong box	Light Battle Armor	1	250
	Security Spike	3	99
	Computer Spike	3	99
	Durasteel Bonding Alloy	1	100
Black Vulkar Base			
Black Vulkar patrolling central area	Energy Shield	1	100
Vulkar lieutenant	Energy Shield	1	100
	Advanced Medpac	2	49
	Energy Shield	1	100
	Advanced Medpac	2	49
Supplies	Medpac	1	24
	Computer Spike	1	99

#2 TARIS (CONTINUED)

Location	Treasure (Items)	# of Items	Value
	Parts	1	9
	Medpac	1	24
	Computer Spike	1	99
	Parts	1	9
	Medpac	1	24
	Computer Spike	1	99
	Parts	1	9
Footlocker in armory	Ion Rifle	1	400
	Heavy Blaster	1	200
	Ion Blaster	1	200
	Average Frag Mine	1	249
	Disruptor Rifle	1	400
	Military Suit	1	150
	Heavy Combat Suit	1	100
	Vibration Cell	1	150
	Mesh Underlay	1	300
Metal box in armory	Ion Grenade	2	130
	Fragmentation Grenade	2	80
	Stun Grenade	2	80
Footlocker in pool	Plasma Grenade	3	130
	Cardio-Regulator	1	100
	Hair Trigger	1	150
	Durasteel Bonding Alloy	1	100
Garage head	Heavy Combat Suit	1	100
	Heavy Blaster	1	200
Kandon Ark	Response Package	1	999
	Verpine Headband	1	200
	Military Suit	1	150
	Sith Energy Shield	1	250
	Disruptor Pistol	1	200
	Hair Trigger	1	150
Twi'lek bodyguard	Aural Amplifier	1	50
	Heavy Blaster	1	200
Garage head's desk	Improved Energy Cell	1	250
Supplies	Medpac	2	24
	Computer Spike	2	99
	Repair Kit	1	25
Hidden Bek Base			
Zaerdra	Military Suit	1	150
	Advanced Adrenaline Amplifier	1	200
	Heavy Blaster	1	200
Gadon Thek	Memory Package	1	999
	Light Battle Armor	1	250
	Energy Shield	1	100
	Power Belt	1	0
	Vibration Cell	1	150
Kaeira	Light-Scan Visor	1	75
	Military Suit	1	150
	Verpine Cardio-Regulator	1	200
	Double Bladed Vibrosword	1	180

LEVIATHAN

Location	Treasure (Items)	# of Items	Value
Leviathan Ship			
Equipment room	Computer Spike	5	99
	Security Spike Tunneler	1	199
	Arkanian Sonic Rifle	1	2000
Medical supplies	Medpac	3	24
	Life Support	1	99
	Advanced Medpac	1	49
	Nerve Enhancement Package	1	499
	Retinal Combat Implant	1	749
	Adrenal Alacrity	1	49
	Adrenal Stamina	1	49
	Adrenal Strength	1	49
	Antidote Kit	2	49
	Battle Stimulant	1	99
	Medpac	2	24
Contraband	Stealth Field Generator	1	100
	Pazaak Deck	1	0
	Short Sword	1	0
	Pazaak Card +/- 6	1	99
	Hair Trigger	1	150
	Pazaak Card +1	1	199
	Pazaak Card +2	1	149
Riot equipment	Stun Baton	1	30
	Blaster Pistol	2	100
	Combat Suit	1	50
	Long Sword	1	5
	Short Sword	1	0
	Advanced Medpac	1	49
	Medpac	2	24
Armor locker	Powered Light Battle Armor	3	3000
	Battle Armor	2	400
	Durasteel Heavy Armor	1	2500
Droid upgrades	Droid Heavy Plating Type 3	1	2000
	Advanced Flamethrower	1	1000
Footlocker	Advanced Repair Kit	1	50
	Energy Shield Level 2	1	2000
	Repair Kit	2	25
	Parts	3	9
	Advanced Targeting Computer	1	1500
	Security Spike Tunneler	1	199
	Security Spike	4	99
	Computer Spike	3	99
	Parts	3	9
Grenades	Stun Grenade	6	80
	Sonic Grenade	6	130
	Thermal Detonator	3	480
Gun locker	Blaster Rifle	3	300
	Sith Assault Rifle	3	1750
	Disruptor Rifle	1	400
	Light Repeating Blaster	1	500
Medical supplies	Advanced Medpac	1	49
	Bio-Antidote Package	1	499

LEVIATHAN (CONTINUED)

Location	Treasure (Items)	# of Items	Value
	Medpac	2	24
	Medpac	2	24
	Hyper-Adrenal Alacrity	1	99
	Hyper-Adrenal Stamina	1	99
	Hyper-Battle Stimulant	1	199
Security equipment	Security Spike Tunneler	3	199
Large locker	Advanced Medpac	1	49
	Medpac	1	24
Storage container	Medpac	1	24
	Medpac	1	24
	Advanced Medpac	1	49
Admiral Karath	Prototype Verpine Shield	1	1600
	Sith Assassin Pistol	1	1700
	Vibroblade	1	80

#4 TATOOINE

Location	Treasure (Items)	# of Items	Value
Anchorhead			
Footlocker near swoop registration	Parts	1	9
	Repair Kit	1	25
Broken droid near the droid shop	Repair Kit	1	25
Sith ambush - 1st Jedi	Damind Crystal	1	2000
	Echani Dueling Shield	1	1200
	Sith Assassin's Pistol	1	1705
Sith ambush - 2nd Jedi	Red Crystal	1	250
	Sith Shield	1	250
	Short Lightsaber	1	500
Sith ambush - 3rd Jedi	Yellow Crystal	1	250
	Dark Jedi Knight Robes	1	200
	Verpine Cardio-Regulator	1	200
Dune Sea			
Broken droid near the Sand People exit	Parts	1	9
	Repair Kit	1	9
Corpse near the Sand People exit	Medpac	1	24
	Response Package	1	999
Metal box near the sandcrawler	Advanced Medpac	1	49
Refuse pile near the Gamorrean ambush	Medpac	1	24
	Computer Spike	1	99
Starship junk pile near Gamorrean ambush	Parts	1	9
	Advanced Repair Kit	1	50
Corpse near the Sand People enclave	Life Support Pack	1	99
Twi'lek corpse near the center of the area	Thermal Detonator	1	480
Chewed human corpse in the cave	Blaster Rifle	1	300

#4 TATOOINE (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Chewed Twi'lek corpse in the cave	Nerve Amplifier Belt	1	1000
Rubble in the cave	Ophila Crystal	1	2980
	Violet Crystal	1	480
Wicker basket in the Chieftain's room	Advanced Repair Kit	1	50
Wicker basket in the left hall	Repair Kit	1	25
Skeletal corpse in Griff's cell	Neural Band	1	100
Sandpeople Enclave			
Droid junk pile room - junk pile 1	Heavy Plating Type 2	1	1500
	Advanced Stun Ray	1	1000
Droid junk pile room - junk pile 2	Superior Targeting Computer	1	1000
	Computer Tool	1	1000
Sand Person second in command	Scope	1	200
	Krath Dire Sword	1	250
Sand Person chieftain	Durasteel Bonding Alloy	1	100
	Iridorian Heavy Blaster	1	1500

#5 KASHYYYK

Location	Treasure (Items)	# of Items	Value
Upper Forest			
Footlocker near the *Ebon Hawk*	Medpac	2	24
	Interface Visor	1	1500
Footlocker in the Czerka office	Advance Repair Kit	1	
Metal box near the *Ebon Hawk*	Computer Spike	1	99
	Repair Kit	1	25
	Medpac	1	24
Plasteel cylinder in the Czerka office	Computer Spike	1	99
	Advanced Medpac	1	49
Backpack near the Czerka guards	Bowcaster	1	400
	Vibrosword	1	80
Corpse near turrets	Fragmentation Grenade	1	80
	Antidote Kit	1	49
	Medpac	1	24
Sith ambush - 1st Jedi	Damind Crystal	1	2000
	Sith Energy Shield	1	250
	Verpine Ocular Enhancer	1	750
Sith ambush - 2nd Jedi	Nextor Crystal	1	4000
	Bavakar Reflex Enhancement	1	2000
	Yellow Crystal	1	250

#5 KASHYYYK (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Sith ambush - 3rd Jedi	Double Bladed Lightsaber	1	1000
	Dark Jedi Knight Robes	1	200
	Advanced Adrenaline Amplifier	1	200
Corpse on second platform	Blaster Pistol	1	100
	Battle Stimulant	1	99
	Medpac	1	24
	Construction Kit	1	100
Metal box near the supply station	Advanced Repair Kit	1	50
	Advanced Medpac	1	49
	Parts	1	9
	Antidote Kit	1	49
	Vibroblade	2	80
	Blaster Pistol	2	100
	Combat Suit	2	50
	Interface Visor	1	1500
Plasteel cylinder near basket down	Bowcaster	1	400
	Combat Suit	1	50
Refuse pile on first platform	Sonic Grenade	1	130
	Adrenal Strength	1	49
Rwookrrorro			
Wicker bin	Advanced Medpac	2	100
	Hyper-Adrenaline Alacrity	1	100
Wicker basket	Life-Support Pack	1	100
	Medpacs	3	25
Wicker bin	Repair Kit	1	25
	Medpac	1	24
	Longsword	1	5
Wicker basket	Antidote Kit	1	49
	Bowcaster	1	400
Shadowlands			
Corpse near first encounter	Krath Double Sword	1	980
	Zabrak Tystel Mark III	1	1500
Corpse near Jolee fight	Ion Rifle	1	400
	Zabrak Combat Suit	1	750
	Construction Kit	1	100
Footlocker in Czerka camp	Advanced Medpac	1	49
	Repair Kit	1	25
	Motion Detection Goggles	1	100
Metal box in Czerka camp	Echani Light Armor	1	1000
	Beam Splitter	1	180
Plasteel cylinder in Czerka camp	Light Repeating Blaster	1	500
	Stun Grenade	1	80
	Disrupter Rifle	1	400
Rubble near Jolee's hut	Stun Grenade	1	80
Wookiee corpse near Jolee's hut	Bowcaster	1	400

#5 KASHYYYK (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Shadowlands Level 2			
Mandalorian at first fight	Mandalorian Blaster	1	750
	Energy Shield	1	100
Mandalorian at first fight	Repair Kit	1	25
	Mesh Underlay	1	300
Mandalorian at first fight	Strength Gauntlets	1	999
	Medpac	1	24
	Energy Shield	1	100
Mandalorian at second fight	Medpac	1	24
	Energy Shield	1	100
Mandalorian at second fight	Mandalorian Blaster	1	750
Mandalorian at second fight	Mandalorian Assault Rifle	1	2500
	Mandalorian Melee Shield	1	800
Mandalorian at third fight	Mandalorian Ripper	1	1500
	Medpac	1	24
Mandalorian at third fight	Energy Shield	1	100
Mandalorian at third fight	Mandalorian Assault Rifle	1	2500
	Mandalorian Melee Shield	1	800
Mandalorian at fourth fight	Mandalorian Assault Rifle	1	2500
Mandalorian at fourth fight	Medpac	1	24
	Mandalorian Melee Shield	1	800
Mandalorian commander	Mandalorian Ripper	1	1500
	Nerve Amplifier Belt	1	1000
	Mandalorian Power Shield	1	1000
	Armor Reinforcement	1	300

#6 KORRIBAN

Location	Treasure (Items)	# of Items	Value
Dreshdae			
Crate, Cantina	Repair Kit	1	25
	Parts	1	9
Dak Vesser	Jedi Knight Robes	1	149
	Adhesive Grenade	1	130
	Eralam Crystal	1	2980
Sith leader	Bondar Crystal	1	980
Sith thug leader	Battle Stimulant	1	99
	Construction Kit	1	100
Metal box, south side	Repair Kit	1	25
Metal box, north side	Computer Spike	1	250
Belaya	Environment Shield Level 3	1	5000
	Echani Battle Armor	1	1750
Shyrack Caves			
Chewed corpse, north cave	Bothan Droid Stunner	1	750
	Plasma Grenade	1	130
Sith corpse, middle cave	Sith Energy Shield	1	250
	CryoBan Grenade	1	130
Corpse, south cave	Response Package	1	999
Corpse, Rancor cave	CryoBan Grenade	1	130
	Massassi Ceremonial Armor	1	3000
Thalia May	Advanced Medpac	1	49
	Yusani's Dueling Shield	1	1400
	Luxum Crystal	1	1480
Sith Monastery			
Footlocker, guard room	Sith Assassin Pistol	1	1700
	Sith Sniper Rifle	1	1500
	Heavy Repeating Blaster	1	800
Footlocker, Uthar's room	Jedi Master Robe	1	200
	Sith Mask	1	1000
Footlocker, player's room	Dark Jedi Knight Robe	1	149
	Medpac	3	24
	Advanced Medpac	1	49
Footlocker, Uthar's room (Dustil plot)	Hyper-Battle Stimulant	1	199
	Fragmentation Grenade	1	80
Plastic cylinder, library	Advanced Repair Kit	1	50
	Computer Spike	1	99
Metal box, torture room	Droid Heavy Plating Type 3	1	2000
Metal box, duel room	Ion Grenade	1	130
	Computer Spike	1	99
Footlocker, valley exit	Advanced Medpac	1	49
	Construction Kit	1	100
Kel Algwyn	Damind Crystal	1	1980
	Lightscan Visor	1	75
Lashowe	Echani Light Armor	1	1000
	Firkrann Crystal	1	2480
Sith torturer	Security Spike	1	99
	Green Crystal	1	230
Dustil	Universal Computer Interface	1	1500
Valley of the Dark Lords			
Metal box, valley	Adrenal Alacrity	1	49
	Life Support Kit	1	99
Lashowe	Verpine Head Band	1	200

#6 KORRIBAN (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Metal box, near 1st tomb	Hyper-Battle Stimulant	1	199
	Parts	1	9
Metal box, near 3rd tomb	Repair Kit	1	25
Metal box, near 4th tomb	Medpac	1	24
	Advanced Adrenaline Amplifier	1	200
First Tomb			
Sith corpse, middle cave	Sonic Grenade	1	130
	Echani Battle Stimulant	1	199
	Medpac	1	24
Corpse	Retinal Combat Implant	1	749
Sith corpse, path	Parts	1	9
	Demolitions Sensor	1	100
Shaardan	Hyper-Battle Stimulant	1	199
	Echani Dueling Shield	1	1200
Second and Third Tombs			
Corpse, hall	Militia Grade Stealth Unit	1	200
	CryoBan Grenade	1	130
	Medpac	1	24
Sith sarcophagus	Marko Ragnos' Gauntlets	1	999
	Sigil Crystal	1	2980
Corpse, tomb	Bothan Discord Gun	1	1000
Assassin droid	Advanced Shield Disruptor	1	1000
	Advanced Flamethrower	1	1000
	Carbonite Projector Mark II	1	1000
	Droid Heavy Plating Type 3	1	2000
Jorak Uln	Advanced Medpac	1	49
	Opila Crystal	1	2980
Mekel	Phond Crystal	1	1480
Sith sarcophagus	Tulak Hord's Mask	1	99
Corpse, south hall	Computer Probe	1	500
	Medpac	1	24
Corpse, north hall	Antidote Kit	1	49
	Plasma Grenade	1	130
Clay urn 1, Jorak Uln's room	Violet Crystal	1	480
Clay urn 2, Jorak Uln's room	Bondar Crystal	1	980
Clay urn 3,	Firkrann Crystal	1	2480

#6 KORRIBAN (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Jorak Uln's room			
Corpse, near computer	Mandalorian Heavy Armor	1	4000
	Verpine Prototype Ion Blaster	1	1500
Final Tomb			
Uthar	Cinnagar War Suit	1	3000
	Security Domination Interface (T3)	1	1500
Yuthura	Hyper-Adrenal Alacrity	1	99
	Poison Grenade	1	130
Skeletal human remains, trap room	Nextor Crystal	1	3980
	Zabrak Blaster Pistol	1	1500
	Cardio Package	1	999
Corpse - Sith soldier, outside terantanak	Verpine Droid Disruptor	1	1750
	Medpac	1	24
Monument to Naga Sadow	Naga Sadow's Poison Blade	1	1480
Corpse - Sith soldier, past trap room	Cinnagaran Combine	1	2750
	Sith Assault Gun	1	1750
	Eriadun Strength Amplifier	1	1999

#3 DANTOOINE

Location	Treasure (Items)	# of Items	Value
Courtyard			
Jon gives reward	GN Scope	1	200
	Bothan "Machinist" Gloves	1	600
Equipment pack, by Mandalorian speeder	Medpac	2	24
	Computer Spike	2	99
	Repair Kit	1	25
Mandalorian	Blaster Carbine	1	500
	Verpine Headband	1	200
Casus Sandral's body	Echani Shield	1	750
	Cardio-Enhancement Package	1	1000
	Echani Light Armor	1	1000
Backpack by Mandalorians	Advanced Medpac	1	49
	Medpac	2	24
	Advanced Repair Kit	1	50
Mandalorian	Vibro Double-Blade	1	180
	Mandalorian Melee Shield	1	800
	Eriadun Strength Amplifier	1	2000
Juhani	Lightsaber (red)	1	0
	Jedi Knight Robe	1	150
Mandalorian bodies close to Juhani	Mandalorian Melee Shield	1	800
	Battle Stimulant	3	100
	Medpacs	2	25

#3 DANTOOINE (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Sherruk	Lightsaber (red)	1	0
	Lightsaber (blue)	1	0
	Sonic Nullifier	1	100
	Verpine Cardio-Regulator	1	200
Mandalorian	Stabilizer Gauntlets	1	299
	Adrenaline Amplifier	1	100
Nurik's droid gives reward	Gravity Generator	1	1000
Shen and Rahasia give reward	Vibration Cell	1	150
Crystal formation	Red Crystal	1	230
	Blue Crystal	1	230
	Yellow Crystal	1	230
	Violet Crystal	1	480
	Rubat Crystal	1	980
	Green Crystal	1	230
	Violet Crystal	1	480
Body (Mandalorian)	Response Improvement Package	1	1000
	Durasteel Bonding Alloy	1	100
	Advanced Medpac	2	49
Rakata Ruins			
Nemo	Jedi Knight Robe	1	150
	Short Lightsaber (purple)	1	500
Ancient wreckage	Medium Plating Type 2	1	750
	Motion Sensors Type 1	1	50
	Environment Shield Level 1	1	2000
Sandral Estate			
Footlocker, central security room	Light-Scan Visor	1	75
	Fragmentation Grenade	2	80
Footlocker, central security room	Response Package	1	999
Footlocker, west storage room	Computer Spike	1	99
Large locker, central security room	Sonic Rifle	1	400
Sandral sentry droid, south and west	Droid Medium Plating Type 1	1	500
Sandral sentry droid, north and east	Basic Targeting Computer	1	500
	Energy Shield Level 1	1	1000

#7 MANAAN

Location	Treasure (Items)	# of Items	Value
Ahto City			
Footlocker, Sith hangar	Blaster Rifle	4	300
	Droid Heavy Plating Type 1	1	1250
	Superior Targeting Computer	1	1000
Leader of Sith in hangar bay	Nerve Amplifier Belt	1	1000
	Hyper-Battle Stimulant	2	200
Reward from Republic diplomat once star map recovered	Bavakar Memory Chip	1	2000
	Bothan Discord Gun	1	1000
Sith Base			
Footlocker, droid disassembly room	Universal Computer Interface	1	1500
	Security Decryption Interface	1	1000
Footlocker, Selkath apprentice room	Neural Band	1	100
	Advanced Medpac	1	49
Footlocker, Sith master training room	Dark Jedi Knight Robe	1	199
	Echani Dueling Shield	1	1200
Footlocker, east computer room	Computer Spike	2	99
Footlocker, southwest room	Bio-Antidote Package	1	499
	Hair Trigger	1	150
Footlocker, Southwest Room	Eriadu Strength Amplifier	1	1999
Dark Jedi, room north of flow control	Jenraux Crystal	1	980
	Advanced Aural Amplifier	1	400
	Sith Energy Shield	1	250
Dark Jedi, northeast room	Jenraux Crystal	1	980
	Advanced Adrenaline Amplifier	1	200
	Sith Energy Shield	1	250
Dark Jedi Master, Sith master training room	Luxum Crystal	1	1480
	Double-Bladed Lightsaber	1	980
	Dark Jedi Master Robe	1	300
	Retinal Combat Implant	1	750
Shasa, Selkath apprentice room	Mandalorian Heavy Pistol	1	2000
	Sith Energy Shield	1	250
	Bakavar Cardio Package	1	2000
Sith security officer, reception room	Nerve Enhancement Package	1	499
	Echani Foil	1	1730

#7 MANAAN (CONTINUED)

Location	Treasure (Items)	# of Items	Value
Hrakert Kolto Station			
Equipment pack, initial hallway	Thermal Detonator	1	480
Footlocker, bottom-central room	Advanced Medpac	1	49
	Hyper-Battle Stimulant	1	199
Footlocker, bottom-central room	Medpac	1	24
Footlocker, southwest room	Sonic Grenade	2	130
Republic soldier's body	Arkanian Energy Shield	1	500
	Improved Energy Cell	1	250
Footlocker, security room	Computer Spike	2	99
Jedi body	Jedi Master Robes	1	200
	Sigil Crystal	1	3000
Footlocker, north-central room	Fragmentation Grenade	1	80
	Stun Grenade	1	80
	Poison Grenade	1	130
Footlocker, north-central western Room	Fragmentation Grenade	2	80
	Stun Grenade	1	80
Large locker, suit room	Computer Spike	1	99
	Hyper-Adrenal Stamina	1	99
Insane Selkath, south central room	Energy Projector	1	150
Insane Selkath, west airlock	Verpine Prototype Ion Blaster	1	1500
	Advanced Medpac	2	100
Footlocker, east room	Average Frag Mine	2	249
Footlocker, west-central room	Nerve Amplifier Belt	1	1000
Footlocker, east room	Cryoban Grenade	2	130
Large locker, south room	Average Plasma Mine	2	249
Republic soldier's body 2	Breath Mask	1	100
	Echani Dueling Shield	1	1200
Insane Selkath, south room	Blaster Cannon	1	600
	Cryoban Grenades	3	150

#8 UNKNOWN WORLD

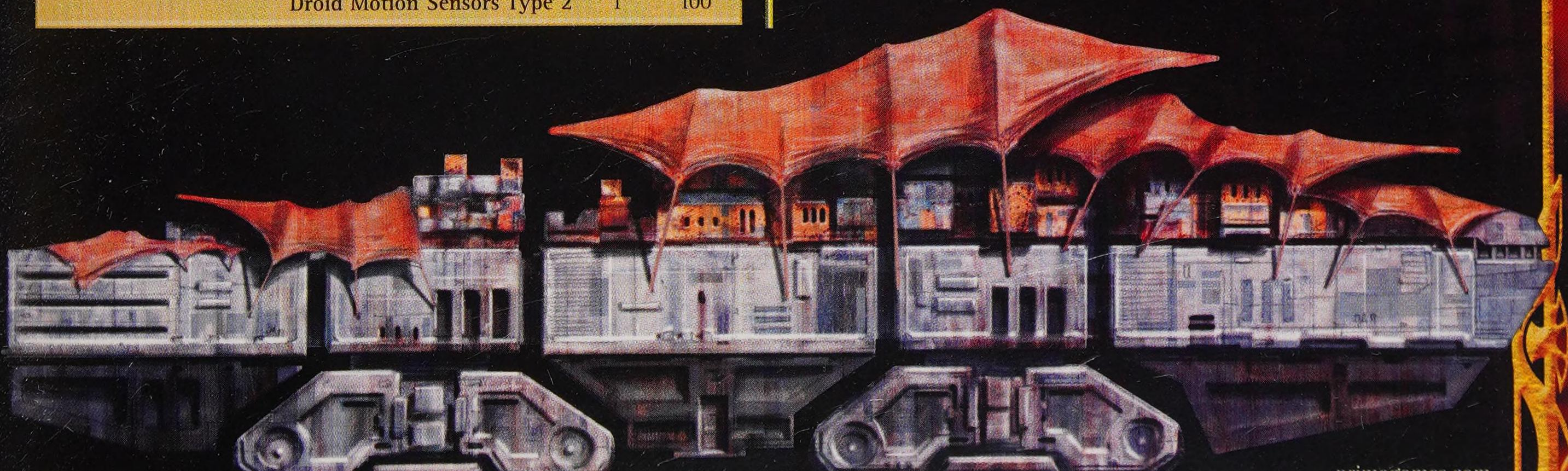
Location	Treasure (Items)	# of Items	Value
The Unknown World			
Battered foot-locker, beach	Advanced Medpac	3	49
	Advanced Repair Kit	3	49
Rune-covered pillar	Ancient Rakatan Band	1	49*
Red Rakatan Camp			
Red Rakatan Elder, front room	Stun Grenade	2	80
	Advanced Medpac	2	49
Red Rakatan Elder, front room	Stun Grenade	2	80
	Advanced Medpac	2	49
Red Rakatan Elder, front room	Stun Grenade	2	80
	Advanced Medpac	2	49
Plasteel cylinder, back room	Adhesive Grenade	5	130
	Stun Grenade	5	80
Red Rakatan guard, computer room	Rakatan Battle Wand	1	1480
	Advanced Medpac	1	49
	Stun Grenade	2	80
Blue Rakatan Camp			
Wicker footlocker, arena	Arkanian Energy Shield	1	500
	Combat Suit	1	50
	Eriadu Stealth Unit	1	1250
	Energy Shield	1	100
	Light-Scan Visor	1	75
	Mandalorian Melee Shield	1	800
	Strength Gauntlets	2	999
	Zabrak Combat Suit	1	750
Storage bin, arena	Antidote Kit	2	49
	Battle Stimulant	1	99
	Carbonite Projector	1	500
	Life-Support Pack	2	49
	Sensor Probe	1	500
	Verpine Demolitions Probe	1	1000
The One, arena	Vibrosword +5	2	80*
	Stun Grenade	5	80
	Advanced Medpac	5	49
Rakatan Temple			
Footlocker, armory	Adhesive Grenade	5	130
	Cryoban Grenade	5	130
	Fragmentation Grenade	5	80
	Ion Grenade	5	130
	Plasma Grenade	5	130
	Poison Grenade	5	130

#8 UNKNOWN WORLD (CONTINUED)

Location	Treasure (Items)	# of Items	Value
	Sonic Grenade	5	130
	Stun Grenade	5	80
	Thermal Detonator	5	480
Large locker, armory	Sith Assault Gun	4	1750
	Sith Sniper Rifle	2	1500
	Light Repeating Blaster	2	500
	Zabrak Disruptor Cannon	2	1500
	Powered Light Battle Armor	1	3000
	Prototype Verpine Shield	1	1600
	Powered Battle Armor	1	2000
	Sith Energy Shield	1	250
	Advanced Stealth Unit	1	500
	Stealth Field Generator	1	100
	Sonic Nullifiers	1	100
	Sith Energy Shield	2	250
	Bothan Perception Visor	1	1000
Metal box, southern room	Repair Kit	2	25
	Advanced Repair Kit	2	50
	Construction Kit	2	100
Metal box, southern room	Repair Kit	2	25
	Advanced Repair Kit	2	50
	Construction Kit	2	100
Metal box, northern room	Repair Kit	2	25
	Advanced Repair Kit	2	50
	Construction Kit	2	100
Metal box, northern room	Advanced Repair Kit	2	50
	Construction Kit	2	100
	Droid Heavy Plating Type 3	1	2000
	Droid Heavy Plating Type 2	1	1500
	Droid Medium Plating Type 3	1	1000
	Energy Shield Level 3	1	3000
	Droid Motion Sensors Type 2	1	100

#8 UNKNOWN WORLD (CONTINUED)

Location	Treasure (Items)	# of Items	Value
	Droid Motion Sensors Type 3	1	200
	Environment Shield Level 3	1	5000
	Universal Computer Interface	1	1500
	Advanced Repair Kit	2	50
Metal box, central room	Advanced Medpac	5	49
	Life-Support Pack	2	99
Plasteel cylinder, southern room	Medpac	2	24
	Advanced Medpac	2	49
	Life-Support Pack	2	99
Plasteel cylinder, southern room	Medpac	2	24
	Advanced Medpac	2	49
	Life-Support Pack	2	99
Rune-covered pillar, eastern room	Upari Crystal	1	4980
Strong box, eastern room	Red Crystal	2	230
Dark Jedi (female), central room	Lightsaber (red)	1	480
	Sith Energy Shield	2	250
	Sith Power Gauntlets	1	2999
	Dark Jedi Knight Robes	1	149
Dark Jedi (male), central room	Lightsaber (red)	2	480
	Sith Energy Shield	2	250
	Dark Jedi Knight Robes	1	149
Sith Master, near armory	Dark Jedi Master Robes	1	
	Lightsaber (red)	1	480
	Nerve Amplifier Belt	1	1000
	Sith Energy Shield	2	250
	Sith Power Gaunlets	1	2999
Rune-covered pillar	Jamoh Hogra's Battle Armor	1	8000



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